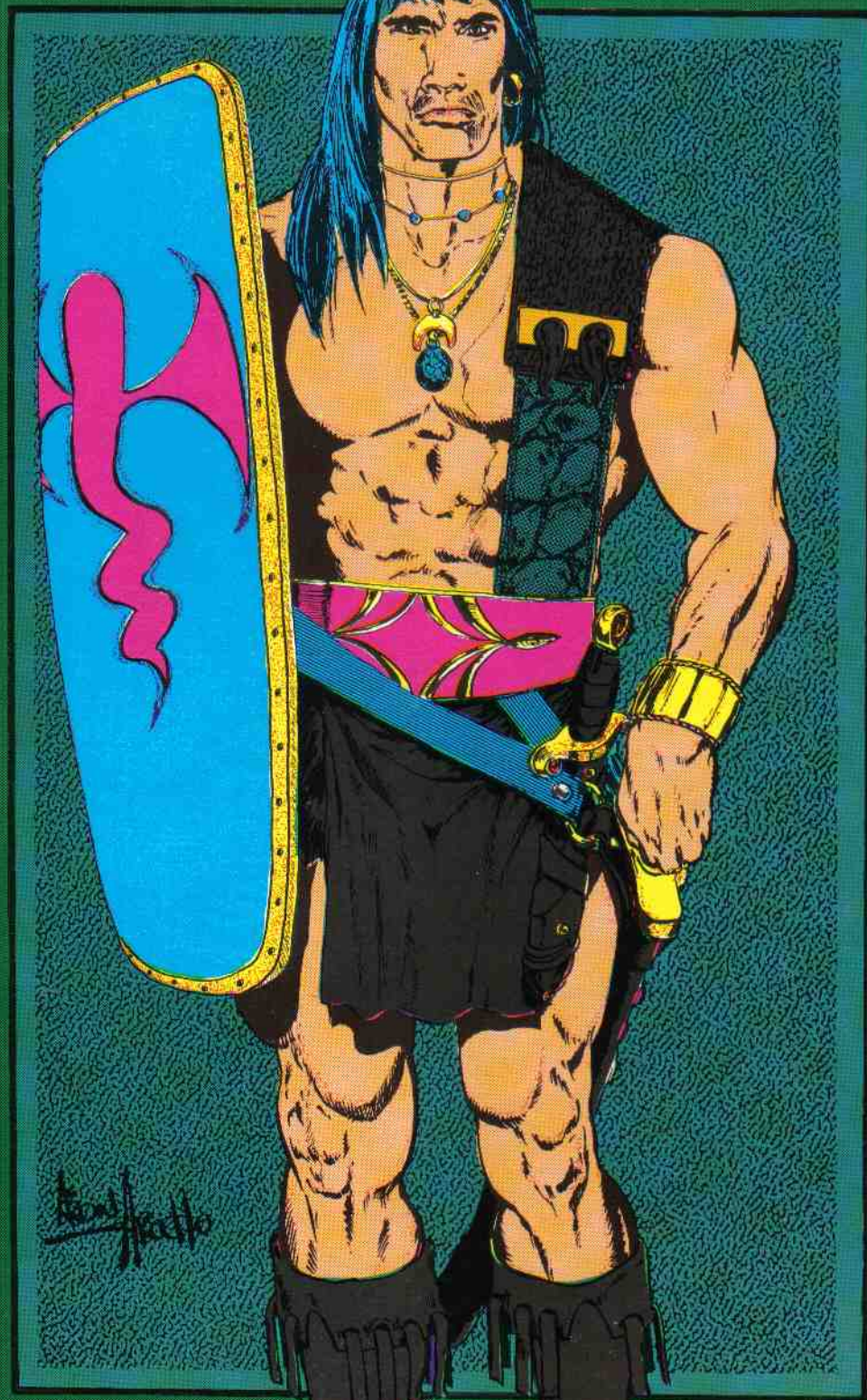


THE DUNGEONEER



Interview
with
Greg
Stafford
of
CHAOSIUM

The Orp:
Fierce
Monster?

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Magic
Swords

Guide to
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Expansion
on
Psionics

Judges Guild

May/June 1980

17

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the Lab' Oratory

MAY-JUNE 1980

Issue 17

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Howdy, friends! well as you can see I am back in the old editor's seat this ish. As you can tell from the table of contents, it should be quite an issue. Many will be Happy to see the return (actually we never meant for them to disappear) of several of our regular features.

A few words of business must be laid upon ye: first - anyone knowing the whereabouts of our guest artist Cranford (we think his first name is Stan) please notify us of his address and/or phone a.s.a.p.

As I am pressed for time if we are to get this issue to the printer, I shall leave you with these following words of wisdom (and if you don't normally read them, you should!): (see below) CA

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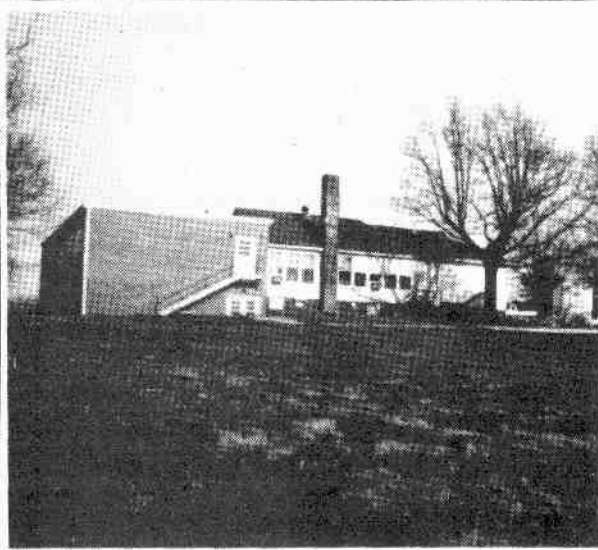
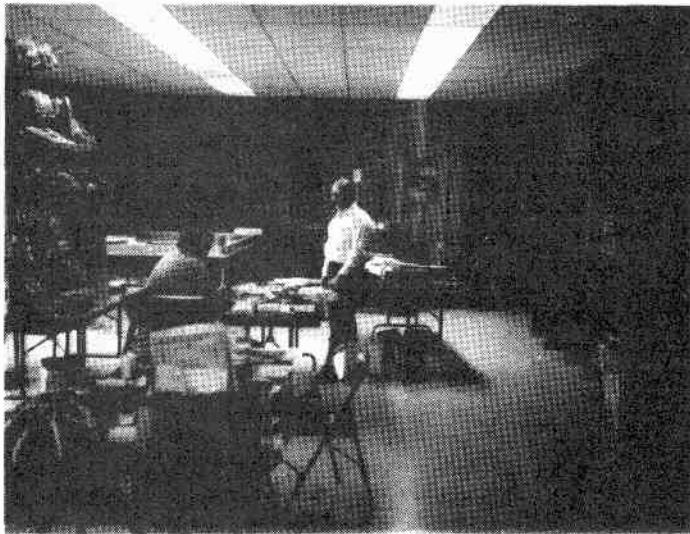


Foto Follies



Upper Left & Right: Welcome to the back yard of Judges Guild. Look at all that room to build in! (That's 3½ acres there, gang – and until we build, we're going to play all kinds of big miniatures battles out there...) *Left:* Bob Bledsaw (seated) discusses a project with design manager Dave Sering in one end of the design department area. *Lower Left & Right:* Two shots of our retail store area, packed with the latest releases from all major games manufacturers, and a lot of hard-to-find titles as well – not to mention our complete line of fine playing aids.

Don't Believe Everything
You Read!!

(Except Maybe the Last Part
About the Retail Store!)





The Arcane Elders



by J. Mark Hendricks

Dusk began to sharpen the shadows of the tall pines into battle spears as the sun finally dropped behind the mountains to the west. Even the same mountains which divide the green hills about Garth, Sorvyn's outpost city on the edge of forgottenness, from the Great Waste; and which run south into the fell Moonstorm Range. It was over these mountains, out of the unknown waste, that the bent old man now peering down into the abandoned encampment below had come. There remained still barely enough light to discern any activity which might occur. After silently gazing at the camp from his secluded place among the rocks and brush for over three hours the old man decided to risk venturing closer. The small, man-shaped creature with leathery bat wings which perched on his shoulder gave a shrill whistle.

"Be silent!" hissed the old man in a harsh, but subdued voice. "There may yet be some in the cave. I would take them unawares." The homunculus drooped its wings and hung its miniature head.

Using the great staff he wielded as a support, the darkly-cloaked figure carefully made his way to the outskirts of the deserted hollow. Still encountering nothing greater than a few fireflies and some crawling insects coming out for the night, the old man continued to steal towards the cave mouth at the far end of the camp. Darkness moved in to quench the fading shadows of twilight. The man muttered to himself, cursed under his breath once or twice, and muttered some more. Light sprang out from the top of his staff, illuminating the way two or three spear's lengths in front of him. He did not change direction, but kept moving toward the cave entrance. Still he was not accosted. Pausing a few feet from the opening, he again muttered to himself, this time adding a few odd gestures with his free hand. Suddenly the light grew to a dazzling brilliance that sent most of the nocturnal creatures about fleeing for the cover of darkness. The eyes of the old man scrutinized the

entire cave surface. It was empty. Not the least pebble escaped his attention, but he could find no trace of what he desired or where it might be hid. His rage welled up with him like the rising floods of a dammed up river until he could hold it no longer.

"No!" he bellowed, raising both arms and the staff over his grey head and sending all living things within the sound of his voice off into the night in madness and terror. "Thou saidst 'twas here!" he cried, turning on the little man flitting about his head, alone of all the creatures not to tear out into the darkness at the mage's anger. "I shall roast you, for the trouble thou hast caused me," he threatened as he shook a wrinkled fist at the fear-stricken homunculus retreating deeper into the cave. "It was here thou promised! Saw it thyself thou swore, binding thyself with dire oaths!" He stepped towards the homunculus. "Twice before you has misled me. Twice before I have been merciful. But not again!"

But then, as if spilling overmuch of his anger, the old man's rage ebbed away. The light on his staff dimmed back down to a glow illuminating the first few feet in front of him. He lowered his head and bowed his shoulders as though laden with great weight. The homunculus, uncertain of what his master's actions meant, cautiously glided into the edge of the light and, wings gently flapping, suspended himself at eye level in front of the old man. The wizard looked up at his servant and shook his head.

"'Tis not thy fault," he whispered. "Returned thee to me a fortnight ago. We set out immediately. They could not have left more than two, three days ago at most. 'Twas probably here as thou said. But they are gone, and for good, I deem." He sighed deeply and said no more for some while, his eyes cast down upon the ground. "I have searched and searched, for over a thousand years. A few more days will not matter to me. . . . or to Him!" He looked up at the hovering figure.

"Come!" And with that he turned about, extinguished his light, and strode off, fading into the shadows under the moon.

Startled by the fierce cry peircing the stillness of their slumbers, both Lute and Ralph, who had retired earlier than the others, suddenly bolted upright, wide awake.

"What, by the Gods of Garth, was th. . ." exclaimed Ralph before Lute motioned him silent.

"Listen!" For a moment all was quiet, then, though barely audible, they both detected a scraping noise upon the stonework somewhere outside their room. Lute wasted no time. Throwing the covers off with one hand and reaching for his nearby sword with the other he headed for the door.

"Get a torch, Halfling, and follow quickly. Quickly I say!" roared the bard as he passed into the hall. Ralph, still startled from the scream, remained motionless until the slamming of the bed-chamber door finally broke the spell of bewilderment. Within moments he had followed Lute into the hallway bearing a lighted torch. Lute, without a sound, motioned for the halfling to give him the torch and moved toward the stairway. Thrusting the torch before him, Lute peered down the stairs towards the first floor and then up to the third. Ralph, still hanging back a little, could only see the look of terror in the bard's eyes as he let out a gasp. Ralph maneuvered into position a little behind and to the left of Lute and gazed in unspoken horror at the sight before them. Halfway up the stairs, no more than ten feet away, stood the stone golem of Röhcyll, the limp and lifeless form of the cleric in its massive granite hands. He was coming towards them. Lute handed Ralph the torch and unsheathed his dwarven blade.

"If saying our names doesn't stop him. . . fly like a griffin!" said Lute with a gulp, his voice cracking in midsentence.

"I think I'll dive out a window," shuddered the halfling, "it'll be safer that way."

Suddenly, catching a glimpse of some form behind the golem, the halfling sucked in his breath. It looked like Röhcyll lying there.

"Lute!" he shouted, and dashed up the stairway past the golem, now almost within arm's reach of them. By now at least a minute or two had passed since they first heard the scream, and Lute could hear the thundering of many fists upon the door downstairs. One voice, bellowing above the others, he suspected as being Melkor's. Lute moved his sword between himself and the golem.

"Stay!" he commanded. "I'm Lute, under the protection of Röhcyll."

Suddenly, three things happened at once. The door down below crashed open with a boom and many feet could be heard scurrying towards the steps. The golem halted in his place, dropped the cleric to the floor, turned, and climbed back to his resting place. And Ralph, bending over the figure up the stairway, cried out.

"Lute!" he exclaimed, "it's the young master." The bard looked up in amazement. "He been stabbed," sobbed the halfling in anguish. The bard raced up to his companion, taking the stairs three at a time. He knelt down by the unconscious mage. Melkor and some of his men reached the second floor landing, stopping suddenly when they saw the body of their comrade. Soon all eyes were upon Lute and Ralph, but none dared move. Melkor reached for his dagger.

"What have you done to my cleric?" he asked sharply, his anger mounting.

"Nothing!" replied the bard. "Nothing he didn't deserve."

"How can you say nothing? He's dead," thundered the middle-aged thief. "Why?" Lute turned his attention back to Röhcyll, examining his wound.

"He stabbed Röhcyll, dolt!" Shouted Ralph as he straightened up. A shudder of astonishment went through the men. Meldor quickly told them to stay put and, grabbing Mongo, started up the stairs.

"Stay where you are if you value your life," said Ralph gruffly, "Waken not the cleric's bane with Röhcyll unable to protect you." His face grew stern.

"I seek to help," he replied imploringly, all anger gone. He stopped though. "What is this bane you speak of?"

Ralph moved forward a step and held the torch in front of the face of the golem, hitherto cloaked in the shadows playing from the firelight.

"Behold the cleric's bane, Melkor. He attacks all those who pass this way without speaking the words of binding. Now send the men back downstairs and wait for us to move Röhcyll your way before you stretch out your hands to assist us." Melkor and Mongo backed down to the landing in awe and did as they had been instructed. As the men went back down to the main hall, Lute and Ralph carefully carried Röhcyll to Melkor, who took the halfling's place as they moved the hurt wizard to safety.

"We'll put him in our rooms for now," said Lute. "Quick, halfling, open the door." Once Röhcyll had been put in the bed and left to the ministrations of the bard, Melkor and Ralph went out of the room to wait. A quarter of an hour

later, Lute emerged from the sickroom of the young mage. His face was grave and lined with care.

"The wound went deep...but not to the vitals. He has lost much blood, but we were in time. Much longer and we would have lost him. He is young, however...he will live." The other two sighed in relief. "When he is a little stronger, we will move him up to his own rooms...he will be much safer there." The others nodded.

"I'll post two of my best men, by your leave master bard," said Melkor. "One will be Mongo. None shall enter that room uninvited...alive."

Lute studied the visage of the old thief for a while, then he agreed. Those of his men who feared the wrath of the gods because of the cleric's death soon changed their attitude when they were told of the attack upon their lord, Röhcyll. In the few short days that he had been their keeper, the youth had endeared himself to all, even to the dwarves, if such a thing were possible. The guards set as Melkor had said, but none approached the room.

Some thought it only just that the cleric's body be left out in the field for the birds of prey and wild beasts to devour. Others wished it burned like the orcs. But all agreed that a decent human burial was more than he deserved. In the end, after much heated debate, Lute, not desiring to stir up the men any more, let the cleric's body be taken out into the field and set upon a pyre.

Once that had been taken care of, Ralph and Lute started the men to building an addition to the cramped guard quarters the keep already afforded. Since the old room attached to the wizard's house only slept six, most of the men had been sleeping on the courtyard grounds. By the time Röhcyll was strong enough to sit up five days later, the men, led by the industrious dwarves and two outlawed woodcraft-masters, had put up the framework and flooring for the two story addition. One week after Röhcyll's encounter, though still confined to bed by a belligerent bard, the master of the keep summoned his companions, Melkor, the Mastercraftsmen, the dwarves, Elebor, and Melkor's Magic User.

"Gentlemen, I realize that my...er...ah... present state of health has kept you from duties and assignments I gave out seven days ago. The worst is over and despite the arguments of my nursemaid, Lute, I intend to resume leading this company!" Lute clenched his fists in consternation as Röhcyll swung his feet out of bed. He began to protest verbally, but the young magician silenced him. Grabbing the staff by his bed he slowly raised himself up and hobbled over to the table at the other end of his room. On it lay six rolled-up

scrolls, a quill, an ink well and a silver box filled with a fine grained sand. Sitting at the head of the table he motioned the others to gather around him. First he spoke to the Mastercraftsmen.

"The work is coming along fine." He reached for a scroll in front of him. "Here are a few modifications to my original plans, I believe they will make the quarters more comfortable, and more practical also." His eyes gleamed. "Thank you. You two may go now." Lute leaned closer beside Röhcyll. His concern was obvious.

"Don't overtax yourself, young master. Enough time has not yet passed for you to exert yourself so," he whispered in Röhcyll's ear.

"I won't," replied Röhcyll softly. He looked up at Melkor and then at the dwarves. "Melkor, I want you, under the direction of Bolin Hammerfist here, to take some men and gather proper stones for a large forge. On second thought," he paused for a moment and then continued, "you stay here and send someone you can trust to carry out the job. I have other things in mind for you."

His mouth slowly curved at the ends into a wry smile. "Yes, get one you trust. Bolin knows what he wants and needs. Dalin will help. Ralph, you take Chelawn, the colt, and Bolin here, to Garth. Keep the pegasi hidden. Bolin, I'll give you the money to purchase or order any forge-works you need." He picked up another scroll and handed it to the stocky dwarf. "This is a list of what we'll need forged first. Use it to determine what to buy and the amount." He turned to the halfling, "Ralph, there's a sack of coin in the chest by my bed. Take it." The halfling went over and opened the long low cedar box. He removed a large sack. "And take the small pouch of gems there beside it. You won't be able to carry everything on the pegasi, so buy a cart or wagon and a team to draw it. Return as soon as you can. Hire a couple of men to bring the goods if you are able. That's all." The dwarves bowed low and left. Ralph followed.

"Melkor, choose thirty or forty of the best men, when they can be spared, and start drilling them four to six hours a day in close combat. We'd better set up a guard watch, too. I want the keep battlements patrolled twenty four turns of the glass a day. We may have to put up a goodly show in the near future, though just how soon I'm not sure." The young mage's brow darkened and his forehead creased.

"You expect trouble?" queried Melkor. Lute gave Röhcyll a long look as the young man sat silent for a time, staring down at the table before him.

"I'm not sure what I expect," he said finally.

"Carry on, Melkor."

"You," said Röhcyll, pointing to the Magic User as Melkor departed, "will attend me tonight after I dine. Tomorrow I will start you on your duties as my apprentice, though your present skills spare you from the more tedious tasks of beginning magicry. Remember, tonight after dinner." Soon, only Lute, Elebor and Röhcyll remained in the chamber.

"Now for the most pleasant task of the day. And the last," he added, seeing the worry on the bard's face. "Lute, I officially relieve you of the charge of the keep. I expect you to spend as much time as you desire and can spare, teaching this man the subtle arts of barding." They all smiled.

"Thank you kind sir," said Elebor, bowing low.

"And the same from me," seconded the bard. "But now," he said, his face growing stern and harsh, "to bed wi'ya! And I'll not take no for a proper answer." And so saying, Lute and Elebor scooped up the youth and promptly dropped him into the bed.

"Go now Elebor, I'll join you in a moment," said the bard softly.

Tucking Röhcyll in like a little child, Lute sat on the bed to examine his patient. He put his hand under Röhcyll's chin and turned his head left, then right. Next he felt the young man's pulse.

"Either you have a stronger constitution than I first thought, or you've been seeing another healer. Which is it, master mage?" The bard's tone was hard, but not angry.

"I climbed to the laboratory two night ago." Lute's eyes grew wide with amazement. "Valmous always kept a healing potion on hand. I would have told you, but I wasn't sure what I was seeking or if it still existed. He used to change bottle colors to keep me out of mischief. I had to use a spell to bring out the letters identifying the contents of each bottle. 'Tis a simple spell, but it spent me. Luckily, I came across the bottle soon, before the letters faded and I had to cast the spell for the third time." Röhcyll noticed the concern in Lute's face. "Yes, there are so many bottles and jars up there that I had to cast the spell twice to find the proper one. But it was worth the trouble. The bottle still had the seal intact. It was an unused one. I daubed some on the wound, drank a swallow or two and rested. Then I returned to my room before you came in to check on me."

"I thought my binding had been tampered with!" exclaimed the bard in a mock scowl. Röhcyll grinned.

"I thought I redid it exactly. Oh well. . ." his voice trailed off into silence. For a few minutes

they listened to the noise created by the activities in the courtyard below.

"There is something else, isn't there?" queried the bard.

"Yes," replied Röhcyll softly, his face growing ominous. "Close the window and draw the curtain. Dark secrets demand dark surroundings." Lute looked perplexed. Never before had such a mood overcome the young lord of the keep. He suddenly looked weary and old, very old, far older than one his age should ever look, regardless of the paths trodden.

Finally Röhcyll continued, slowly and as if pained by the remembrance of things past. "I climbed the tower last night. . .no, my friend, let me finish. Last night, after all had retired I sat here in my bed making plans for our future. . .all of us. The moon was already high, but I could glimpse part of it through the window there." He paused to breath deeply and continued. "Then. . .as if out of nowhere. . .a cloud or something covered its light. I looked out, but saw nothing. I could still see the moon, but no cloud. . .and no. . .no light." Röhcyll stared up into the wide eyes of the bard.

"That. . .young master," replied Lute reflectively, "is most strange. I have never heard of its like before."

"I neither. That's when I decided to climb the tower. Too long have the affairs of my realm gone unheeded. I determined to use the stone of seeing." Lute attempted to conceal his astonishment and remained quiet. "Long time I looked. Far and wide my thoughts went, yet I found naught amiss. I misjudged both source and power. At first I deemed some mighty demon was working his foul arts afar off and we could see its effects. Not so. He is not abroad. Look not so surprised. Yes. . . I felt a *presence*. But, even as I tried to locate it, it fought to stay hidden. Wherever I exerted my will to pierce through the veil between us, there it put forth strength to remain shrouded in the shadows. The contest between us soon began to overtax me, sooner than I desired, yet this I learned. . ." again he drew a deep breath and paused, "it is seeking. *What*, I could not determine, still *it is* seeking." The mage swallowed hard. "I fear the worst, that what it looks for is here in this valley."

Lute whistled softly. Röhcyll turned his head aside and looked out his bedside window.

"That is not my greatest concern." Lute's mouth dropped open in surprise. "I believe, and if I am right, our danger is the greater, that *whatever* it is it. . .or he. . .wants, the thing is here. . .in our keep."

“Why look here?” asked the bard incredulously. “What have we that such a power could not gain elsewhere?”

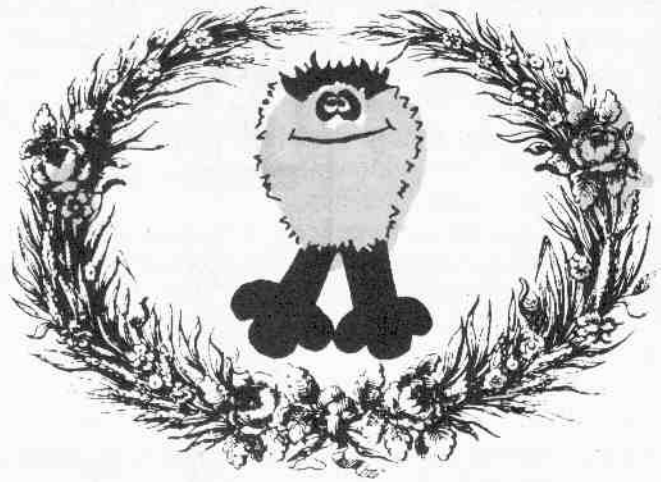
“Melkor’s ancient box!” RöhcyI replied quietly.

Orp
by Diana Harlan

No. Appearing.1 Orps are perfect mimics.
AC. -4 They can imitate any
Move. 50 noise they have heard so
Hit Dice. 5 perfectly that the listener
Align. CG can not hear the differ-
Intelligence. Very ence. They can not speak
the nearest they come to
verbal communication is “Ha, Ha, Ha” and small
words like “cookie” (a favorite!).

They can walk up any surface and often enjoy looking at things upside down. They love jumping in puddles but are capable of walking on water.

These furry wonders are fire proof. They can do **no** damage to anyone in any form! They will run away but come back to trick the party with sounds (They are also known to frequent Gaming Cons!).



Beholder Creation
by Jon-Pierre Pazevic

No. Appearing.1 These creatures are similar
AC. Body - 2 to homunculi, in that
Wings & Central Eye - 4 they are Magic Users famili-
. Eye Stalks - 6 liars. Only one can be in
Hit Points .. Body - 12 the service of a Magic
Wings & Central Eye - 6 User at one time, in that
. Eye Stalks - 3 being separated from the
Movement. 10” the main body, they tend
Damage .. done by Ray to live separately from
Type others of their kind.
Align. None They can have one to
Treasure ½ Type I three different function-
Level. 3 ing eyes, as well as an
average order of intelli-
gence, communicating by a form of telepathy to
their masters. Ingredients for making one of these
creations is as follows: 1) 1 - 3 Beholder Eyes (roll
which type); 2) Bat’s Wings; 3) A piece of Artisans
Clay or Mud; 4) A Mud to Rock Spell; 5) An Ice
Storm Spell; 6) A Stone to Flesh Spell; in that
order, including some of the Magic User’s own
blood. Once the creation is made, it has a 10%
chance of turning on its master when first coming
to life. If the creation dies, the Magic User takes
3 - 30 points of Damage. Damage done to the crea-
ture can be self-cured at the rate of one pip per day.

Monster Matrix

Carnivorous Sheep by Jim Williams

No. Appearing... 2-50
 Hit Dice..... 3
 AC..... 8
 Frequency..... Rare
 No. of Attacks.... 2
 (due to good DEX)
 Special Attacks . None

Carnivorous Sheep are found in the plains, tropics and wastelands. Victims will often think that these are your normal sheep.

These sheep are very dexterous and get two attacks. Because of this, they get to attack first, too.



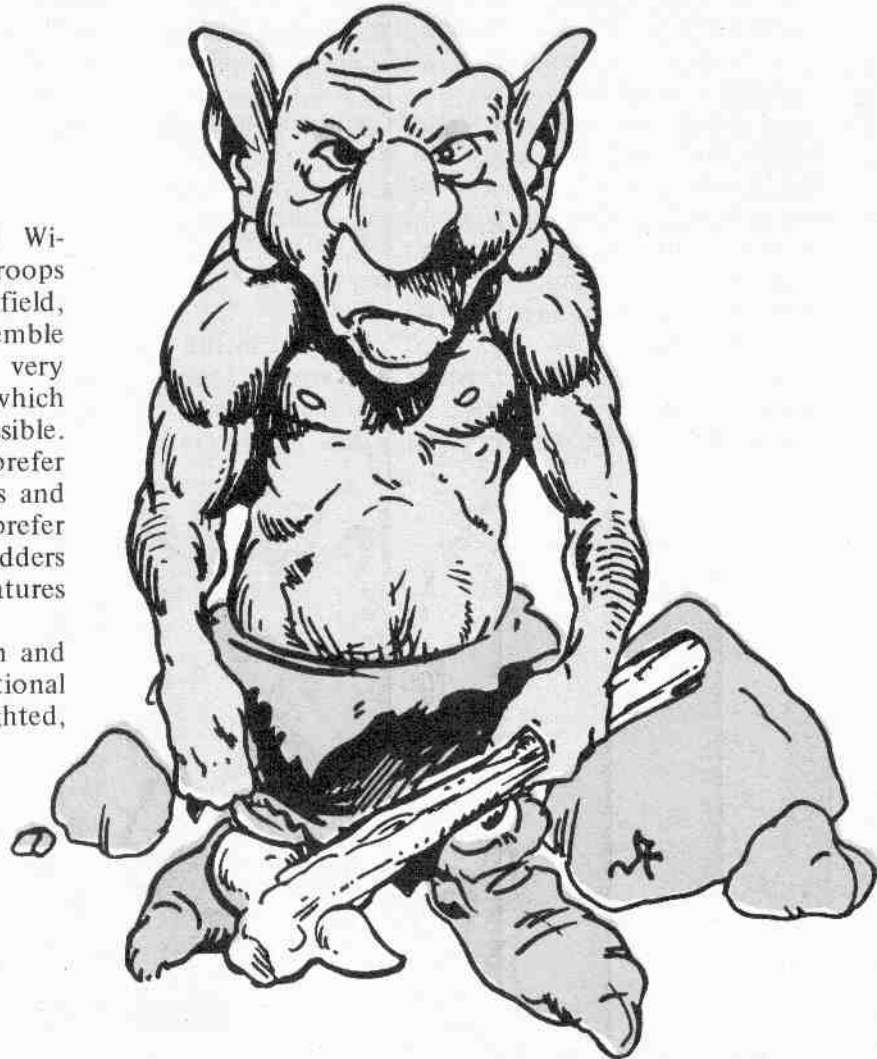
Hobblegoblins by Robert Plamondon

No. Appearing... 1-100
 AC..... 6
 Movement..... 1 1/2"
 Hit Dice..... 1 + 1
 Attacks/Damage .. By
 Weapon
 Align..... LE

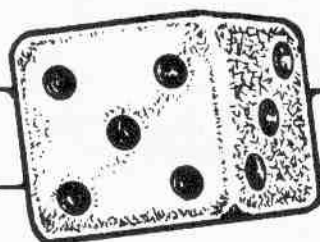
Bred by an Evil Wizard who wanted troops who never fled the field, Hobblegoblins resemble Hobgoblins with very short, stumpy legs, which render flight impossible.

Hobblegoblins prefer living in underground lairs with low ceilings and short corridors. They are good miners and prefer ramps to stairs, which they cannot climb. Ladders are hated by Hobblegoblins, as are all creatures with longer legs.

Hobblegoblins fight in close formation and are partial to Halberds. It has become traditional to shout, when Hobblegoblins are first sighted, "Hobblegoblins! Walk for it!"



THE DIE IS CAST



Swordquest
Pocket Game No. 7 by Task Force Games
by Michael Reagan

Swordquest is a semi-roleplaying fantasy game that can be played solo or multi-player. I think the three-man game is best, but more can play.

As the title suggests, the game revolves around finding a sword (its lost of course) and returning it to the player's respective citadel.

Players take on the roles of Men, Dwarves, Elves, Trolls, Dregs, and a few Intelligent animals. Sides are divided between Good and Evil with Neutral Druids and unruly Monsters making life hard on everyone.

The three main groups (Good, Evil and Druids) are made up of five Paladins and ten guard characters. The guards are placed in various cities to guard magical items.

Each side also has Wizards who use magic spells. Good and Evil have two Wizards each and the Druids have five. Magic is made up of six spells, Sleep, Bewilderment (used in combat), Know (used to see if one should get in combat), plus Flying, Healing and sometimes the best one, Dragon Control (until the Dragon frees itself).

The game map, 16" x 20", hexgrid in full color, represents Tirrane where the quest takes place and shows the location of the many cities, forests, lakes, rivers, and mountains that the players

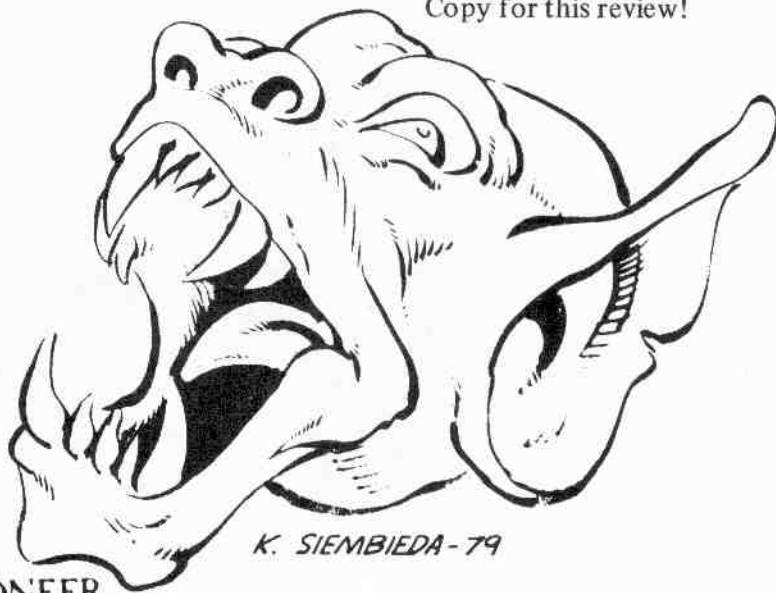
must pass through in their quests.

The combat system is by the Code of Mnomis, a highly organized ritual combat system and the combatants never take unfair advantage of one another (a lot of good this does if you get killed). I like this combat myself with its magic weapons and spells (if you can use them) adding variety plus helping the lower classes fight against the upper classes (look out if a top line fighter has found a good weapon before you).

The only thing I don't like are the three swords everyone is looking for. Only one is the real sword and it is not that enjoyable to fight your way across Tirrane to find out you are the proud owner of an old rusty sword (unless with luck, you find all three swords yourself).

Swordquest includes 108 die-cut counters, one map, two Damage Point Charts (with all characters listed by Class A - D) and one Combat Card (all battles is resolved on the card depicting the Telshir or Ritual Combat. Its a nice idea.).

Swordquest is fun and quick (one to two hours of play), only moderately complex and a good blend of fantasy role-playing - board gaming. It sells for \$4.95, not a bad price if you like the game. I did, but then, I used the Judges Guild Copy for this review!



K. SIEMBIEDA-79

Sweat! Nose Wet? or No Sweat! Nose Wet? or No Sweat! Nose Wet? Nose Wet? or No Sweat! Nose Wet?

by Dennis DeJarnette

This room appears as if a Dragon breathed and formed this cone. The cone appears to have been rapidly frozen and heated many times and is badly cracked. The bottom of the cone is covered with a waterlike substance (water). The players should be told that it is about 60' from edge of the water to the door to lead them to expect Water Elementals. Anyone attempting to go to the edge of the water should roll a 20-sided die; if the roll is greater than or equal to his Dexterity, he falls in the water. Heavy encumbered characters will drown. A recently drowned body is attached to stones and is anchored to bottom of cone. The body has no possessions and is a LG Magic User who is of high level. He is very happy and helpful if Raised from Dead. The dilemma of the LG Clerics in the party is: Should they raise this worthy man or save the spell for their own party. The only way to determine the dead man's alignment, level or class is by Speak to Dead spell.

Tricks and Traps by Randolph King

Traps do not have to be destructive, i.e.:

- Exit sign pointing in a random direction
- Strange odors
- Button revealing a coke machine
- Jolly Rogers
- Sign: "Big Brother is watching"
- Blood stains

Paladin Trap by Dennis DeJarnette

Want to discourage your Paladins from wandering down the corridor with his Holy Sword drawn? This trap will do just that.

The Paladin going under this magical wall with his sword drawn will dispell it and the Rust Monster fall all over him. Optional: the room can be filled with manure, acid or other noxious liquids. Wall of stone can also be placed over pits or to cover side chambers. In one adventure, a whole party was drowned when a side chamber was revealed which uncovered the ancient castle's cistern water system.





As part of our function as a National Convention Clearing House in conjunction with MGA and MDG, and as a service to our readers, we provide a listing of planned conventions that we have information on. Due to space limitations we can only list the name, type and date of the convention, and an address to write to for more information. Convention planners are asked to contact

Chuck Anshell here, and send all available information on their convention so that we may print it and inform dealers of it. They are also welcome to write or call him at (217) 422-1930 for help in finding an open date for their convention. Convention type abbreviations: G=Gaming, SF=Science Fiction & Fantasy, CO=Comics, CU=Computers, ST=Star Trek.

MARCON XV (SF), May 2-4. MarCon XV, POB 2583, Columbus, OH 43216.

KUBLA KHANATE (SF), May 2-4. K. Moore, 647 Devon Dr., Nashville, TN 37220.

WVU CON (G), May 2-4. B. Bullinger c/o Mountainlair Student Organization Wing, West Virginia University, Morgantown, WV 26505.

LEPRECON VI (SF), May 2-4. Leprecon VI, 3112 N. 26th Pl., Phoenix, AZ 85016.

CANGAMES '80 (G), May 16-19. CanGames '80, 201-360 Dundas St., Vanier, ON, Canada K1L 7W7. (613) 745-2073.

GENGHIS CON II (G), May 23-25. Denver Gamers' Ass'n., 2527 Gaylord St., Denver, CO 80205.

WHATCON II (SF), May 23-25. WhatCon, POB 2802, Station A, Champaign, IL 61820.

GRIMCON II (SF), May 23-26. GrimCon, 1749 Sonoma Ave., Berkely, CA 94707.

M. I. G. S. '80 (G), May 25. Les Scanion, Pres. M.I.G.S., 473 Upper Wentworth, Hamilton, Ontario, Canada. Phone: (416) 388-5632. Derek C. Watson, 255 Holton Ave. S., Hamilton, Ontario, Canada L8M 2M1. Phone: (416) 544-9050.

MICHICON IX (G), Jun. 6-8. Includes DipCon '80. Oakland University, Rochester, MI (location). MDG, POB 787, Troy, MI 48099 (information).

X-CON 4 (SF), Jun. 6-8. X-Con 4, 6107 W. Lisbon Ave., Milwaukee, WI 53210. (414) 351-0991.

PRO-CON (SF), Jun. 12-14. Tony Toscano, 242 N. University, Provo, UT 84601.

MACC COMPUTERFEST '80 (CU), Jun. 20-22. Jim Crowley, 4008 Rickenbacker Ave., Columbus, OH 43213. (614) 239-9931.

ORIGINS '80 (G), Jun. 27-29. Strategy & Fantasy World, Valley Forge Shopping Center, King of Prussia, PA 19406.

NANCON III (G), Jul. 4-6. Nan's Toys and Games, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056. (713) 622-0760.

ARCHON 4 (SF), Jul. 11-13. Archon 4, POB 15852, Overland, MO 63114.

PHRINGECON (G, SF), Jul. 11-13. PhringeCon, POB 1072, Phoenix, AZ 85001

OKON '80 (SF), Jul. 19-20. Okon, POB 4229, Tulsa, OK 74104.

AUTOCLAVE 4 (SF), Jul. 25-27. Diane Drutowski, 2412 Galpin, Royal Oak, MI 48073.

CWA CON (G), Aug. 1-3. CWA, 3605 Bobolink Ln., Rolling Meadows, IL 60008.

MICHICON (SF), Aug. 15-17. Diane Carey, 1916 Cadillac St., Flint, MI 48504.

GENCON XIII (G), Aug. 21-24. Joe Orłowski c/o TSR Hobbies, Inc., POB 756, Lake Geneva, WI 53147.

NOREASTCON 2 (SF - 38th WorldCon), Aug. 29 - Sep. 1. NorEastCon 2, Box 46 MIT Branch PO Cambridge, MA 02139.

WINDYCON VII (SF), Oct. 10-12. Windycon, POB 2572, Chicago, IL 60690.

CONCLAVE 5 (SF), Oct. 31 - Nov. 2. Waldo and Magic, Inc., POB 444, Ypsilanti, MI 48197.

WINTERCON XI (G), Nov. 21-23. MDG, POB 787, Troy, MI 48099.

AQUACON (SF), Feb. 12-15, 1981. Aquacon, POB 815, Brea, CA 96261.

DENVENTION II (SF - 39th WorldCon), Sep. 2-7, 1981. Denvention II, POB 11545, Denver, CO 80211

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Brimstone's Brew

by Diana Harlan



In my world, Darkfawn, characters are located within a city. Besides personal encounters, there should be things happening to the City itself, such as:

- 01 - 03) Strange Natural Happenings
 - 1) River Runs Different Color
 - 2) Strange Color Gas
 - 3) Discoloration
 - 4) Night of Light
 - 5) Day of Dark
 - 6) Strange Lights
- 04 - 07) Strange Magical Happenings
 - 1) Magic Opposite
 - 2) No invisibility
 - 3) Not Usable
 - 4) Goes Off
 - 5) Mixed UP
 - 6) Enriched
- 08 - 12) Medium Invasion (roll Random Monster)
- 13 - 15) Price's Going Up
- 16 - 22) Birth
 - 1) Nobility
 - 2) Magic User
 - 3) Cleric
 - 4) Fighter or person
 - 5) Thief
 - 6) Animal
- 23 - 29) Death
 - 1) Nobility
 - 2) Magic User
 - 3) Cleric
 - 4) Fighter or person
 - 5) Thief
 - 6) Animal
- 30 - 36) Gossip about a Character
- 37 - 40) Small Invasion (roll Random Monster)
- 41 - 44) Thieves Struck
- 45 - 55) Nothing (there are dull days after all)
- 56 - 63) Strange Tragedies
 - 1) Ships Sinking
 - 2) High Wind
 - 3) Fires
 - 4) Drownings
 - 5) Collapsed Buildings
 - 6) Bizzare Killings
 - 7) Fierce Storms
 - 8) Sickness
 - 9) Earthmoving
 - 10) Smoldering Volcano
- 64 - 69) Recruiting Drive
 - 1) Army
 - 2) Sailor's Guild
 - 3) Church
 - 4) Thieves' Guild
 - 5) Other Guilds
 - 6) Cheap Labor
- 70 - 74) Public Execution
- 75 - 80) Fires (roll for Town Area)
- 81 - 83) Holiday Declared (any reason will do)
- 84 - 90) Roads Unsafe
- 91 - 94) Unusual Animals Show Up
- 95 - 98) Unusual People Show Up
- 99 - 00) Disaster
 - 1) Flooding
 - 2) Earthquake
 - 3) Tornado
 - 4) Major Invasion
 - 5) Magic Attack
 - 6) Eruption
 - 7) Massive Wind Storm
 - 8) Disease
 - 9) Mass Murder
 - 10) Uncontrollable Fires

Explanations

Invasions: After rolling to determine what type it was, then roll d100 to see if any character is attacked. I use 10% on a small Invasion and 30% on a Medium if attacked once; then there is a 75% chance there will be more than one of them (after all, they stick together in groups) and a 25% chance there will be more than five of them. Size of the Invasion depends on City size.

Births and Deaths: There always seems to be some high mucky-muck getting born or dying. This is up to the Judge if the characters know about this person or not. If it's nobility, then chances are a day of mourning or celebration may be declared.

Gossip: That's always fun. Rumors fly that so and so has lots of money and everybody turns up to sell him something. Perhaps a character met some nobility and rumors spread that they are having an affair, and what happens when the jealous husband

finds out! Possibilities are endless. Choose a character and let your imagination go chaotic!

Thieves Struck: The local museum that only had three guards and that strange magic item. A bank was knocked over, causing loss of funds for characters. The Countess's jewels were stolen. This does not necessarily mean characters were effected, but some interesting things can happen when you go after the jewels for the reward that was offered.

Unusual Animals Show Up: There are many Dragons flying around my world (some even well-behaved), but to have one fly into town? My city has some pretty strange characters walking around unnoticed so these strange animals get to be pretty far fetched.

Unusual People Show Up: The King, Aliens, the Highest level Magic User on the planet, a God, etc. that people are bound to notice.





An Interview With Greg Stafford

by Rudy Kraft

Stafford is founder and president of The CHAOSium, the innovative new company from Berkely, CA. Among The CHAOSium's many achievements under Stafford are White Bear and Red Moon, Runequest, and three volumes of All the World's Monsters.

Left: Greg Stafford with the Strategists Club Award "For Creativity In Wargaming" won by Runequest last year. Photo courtesy of White Dwarf magazine.

I interviewed Greg Stafford by phone on the afternoon of Saturday, March 15, 1980. The conversation was taped and a transcript was prepared from that tape. In later correspondence, parts of the interview were altered and rewritten to add clarity.

It should be noted that I have known Greg for almost two years. Prior to my coming to work at **Judges Guild, Incorporated**, I was a semi-regular in his **RuneQuest** campaign. Greg also gave me my first break, so to speak, in the gaming field by co-authoring and publishing my first scenario pack. When it was decided that I would do a series of interviews for **The Judges Guild Journal** and **The Dungeoneer**, he was therefore a natural choice for the first interview.

I hope you enjoy the interview.

Kraft: What did you do before you started a game company?

Stafford: How long before?

Kraft: Start at the beginning of your life (within reason) and go from there.

Stafford: My life began nine months before I was born.

Kraft: How about this: start at the age of 10 and give no more than 10 seconds to each year.

Stafford: I was born in Hartford, Connecticut in 1948. I was the son of a Navy Lieutenant and his wife. During the Korean War, we lived in Norfolk, Virginia. Afterwards, we moved around 13 times before I entered my first year of high school. I attended Arlington Heights High School in Arlington Heights, Illinois, and graduated in 1966. I went to Beloit College, Southern Illinois University and DePaul University before I stopped that nonsense. I bummed around the country and through various

odd jobs before meeting Cam. After I met Cam, we settled down. First in Illinois and then in California. Shortly after we moved to California, got married, and I founded **The Chaosium**.

Kraft: Why did you start **Chaosium**?

Stafford: I started **Chaosium** because I felt compelled to do my board game **White Bear and Red Moon** according to the artistic methods which I saw as best. It took about a year before I thought it was done and test-played enough. Two other people who will remain unnamed had offered to publish it but both eventually fell through. It took about a year and a half for these other people to express their disinterest. I sat down one day and was trying to figure out what to do. I did a Tarot card reading, and the Tarot cards said I should publish it myself so I went out and got a job working as an orderly in a hospital for a year. I used the money to start **Chaosium** and have taken off since then.

Kraft: Are the other people still in the gaming industry?

Stafford: They're not people you would know. One is out of business and one is a local person.

Kraft: Your game **White Bear and Red Moon** takes place in a fantasy world called Glorantha in which **RuneQuest** and **Nomad Gods** are also set. Did that world evolve for the game or did the world evolve before the game?

Stafford: Glorantha definitely evolved before the game. Glorantha was begun in 1966 when I was at college. I had run out of books on legends and mythology that were locally available so I began writing some. I began writing down some stories which eventually evolved into the world of Glorantha. My interest in writing about it has waxed

and waned, as might be expected, over the last 14 years, but in general it is the same place that was begun in those stories. When I was inspired to do **White Bear and Red Moon**, I was not working on a game. What I was really doing was trying to work on a novel or short story. I had been unsuccessfully attempting to sell my fantasy fiction and was inspired to do something new and maybe gimmicky. What I was going to do was a do-it-yourself novel. **White Bear and Red Moon** is that novel in which I supply the characters and the setting. Each time the game is played is the plot of a grand epic. It seems to have succeeded in that respect and from trying to be a non-published fantasy writer, I just switched focus and am now writing fantasy games instead.

Kraft: How familiar were you with the wargaming field when you started to design **White Bear and Red Moon**?

Stafford: Really only peripherally. When I started playing board games in high school, **Avalon Hill** was the only company around. I played **Avalon Hill** games for several years, lost interest in them when I left high school, and after one of the times I dropped out of college, I started playing again. I didn't have any access to any **SPI** games at the time and, again, it was **Avalon Hill** games that I had played.

Kraft: Would you care to discuss the **Chaosium's** growth? Are you happy with it? Is it going well? Going Badly?

Stafford: I would be happy to discuss it, in general terms. Growth has been going very well. I'm very pleased with it. At first I was very much surprised at the response to **White Bear and Red Moon** and very much flattered as well. I had hoped some people would like it but I didn't think it would be quite so well received. **Chaosium** has grown in leaps and bounds since then. What I am probably most unhappy about is the amount of work I have to do now on an administrative basis. This work severely restricts the time I have for creative endeavors such as writing which is what I'd prefer to do, but I can put up with that for the time being. Without my administration there would be no reason to write, or a less sure reason anyway.

Kraft: Why do you think the **Chaosium** has been successful? Is there something you think you do better than other competing companies?

Stafford: Yes. I think that essentially what sets **Chaosium** apart at this stage is the development and detail that has gone into portraying a realistic fantasy environment in terms of Glorantha and its related games. I've always believed in the realism of fantasy and I think this belief is common to many people. We just happened to have struck on the right thing at the right time. We have an integrity of artistic vision which shines through our work.

Kraft: Recently the **Chaosium** incorporated. Why?

Stafford: **Chaosium** incorporated so that I could cut my partners in for a legitimate share of the business. Lynn Willis and Tadashi Ehara have been working for me for some time at very meager wages. I have always promised them that they were working for a percentage of the company. By incorporating, I was able to bring this to actual fact rather than an empty promise. Also, I wanted to incorporate to separate myself from the company a little bit. Although I am certainly the guiding light behind the **Chaosium**, I don't want the financial matters of the company to interfere with my personal life. Incorporation separates me from my company. That way I have a job. I am working for **Chaosium** which is owned by a number of people. I get paid by **Chaosium** and so on. If something happens to the business, it doesn't happen to me, it doesn't happen to my family, my house, and my private finances.

Kraft: What is your policy regarding freelance submissions?

Stafford: We're always open to freelance submissions. In general, we have the basic requirements that everything be complete, be test-played, be typed double spaced with a self address stamped envelope, and that the submitter have some patience while we look it over, test play it and that they be ready for editing and rewrites. We are always happy to look at submissions. We do reject material. There are several games that we have rejected just because they're not our type of material, but we are open to everything including historical submissions.

Kraft: You recently lowered your royalty rates from 5% to 2%. Why?

Stafford: Really the reason why was because the royalty rates were too high to allow a healthy

company to exist. When I began **Chaosium** years ago, I had even higher royalty rates. At the time I always considered myself a designer and I was designing my company to be slanted towards the designers and giving them as much as possible. Over the years, my experience and knowledge of the field has grown and the administrative burdens, which I mentioned earlier have educated me quite a bit. It is a simple fact that if I had to continue to pay the old royalty percentage, then it would disrupt the economic health of the company. In other words, I could pay the designers more, but it would do **Chaosium** more harm, even to the point of jeopardizing its existence. Almost all the people who work with **Chaosium** have agreed to the new rates and understand the reason why quite well.

Kraft: Other companies pay higher royalty rates. Do you think they are going to end up lowering their rates or are you a special case and others can get by with higher rates than you?

Stafford: First of all, only some other companies have lower rates. I don't believe **Metagaming** pays any royalties. **Avalon Hill** pays even less than I do. **TSR** pays little or nothing. It is a real trend and there is a real reason for it. What is apparent in the field is that the larger the company gets the lower the rate gets. The important thing to remember on this is, first of all, that larger companies have much larger print runs and you're likely to make about the same amount of money or more from either effort. There will be a lot more egoboo from a larger company because the product will be dispersed more widely and there will be more individual people who are familiar with it. The smaller companies have smaller print runs and a larger percentage because it wouldn't be worth any author's trouble to do it otherwise. As far as other companies changing their rates I predict that it will occur if they are going to be at all running as a real company. It is just an economic fact.

Kraft: What projects are currently under development at the **Chaosium**?

Stafford: There are several things. First I'll talk about some of the **RuneQuest** material that's scheduled. **Trollpack** is scheduled to be released at **Origins**. This is a large combination scenario pack, monster statistics book, and cults book which is being authored by me. **Trollpack** goes into intimate sociological and magical detail on a clan of Trolls - 52 adult members. And it in-

cludes such things as relevant personality notes and loyalties to different factions within the tribe.

In addition to that, we are working on a set of sea rules, authored by Charlie Krank. These come in several parts. Part one is general ship and sailing rules compatible with **RuneQuest**. The system is coming along well. It treats different scales differently. The basic scale is where the ship is treated as if it were a person or a personality, it has its own skills, analogs to Hit Points and Intelligence, Magic can be added to a ship the way magic can be added to a body to help it. The ship rules will include general weather information, the relationship between player characters and ships, long distance sailing, and ship construction. Along with this will be monsters for the sea, cults for the sea people, and also some trading rules. At the moment the trading rules are mostly based on **Glorantha** because we can more clearly plot out the relationships between the size of the city, the relative nearness of sources and so on.

Another **RuneQuest** item which will be coming out is an **Elric** role-playing supplement, authored by Ken St. Andre. It is going to be based on a simpler version of **RuneQuest**. It will leave out the sections which are not relevant to **Elric** and substitute portions that are. The largest areas that are changed are the weapons data and the magic system. The magic system in the **Elric** game will be summoning different avatars and deities to your aid, as in the **Elric** novels.

Another **RuneQuest** item which could be out any minute is a book of new **RuneQuest** monsters. It will include between 50 and 80 monsters, the bulk of which are being done by Sandy Peterson and another large chunk of which are being done by Ken Kaufer.

Another future release which will be coming out is titled **Outland Cults**. This is the **Cults II** book which is being edited by myself and authored between four and twelve different authors who have contributed cults written up in the **Cults of Prax** outline form. There are lots of other scenario packs that are being generated and worked on specifically for **RuneQuest** as well.

One special item that I am excited about that is called **Thieves World**. This is a role-playing aid that is going to be based on the first and second volumes of the fiction anthology called "Thieves World". It will include a detailed map of the city, encounter charts for city adventures; and also character stats based on the characters in the stories. The character stats are going to be for **RuneQuest**, for **Tunnels and Trolls**, for **Chivalry and Sorcery** and for **Dungeons and Dragons**.

We're trying to get famous people from each of these categories to contribute. Already Steve Perrin, Ken St. Andre, and Wes Ives have agreed. I'll know who is going to do the other stats soon.

We're also working on a new introductory role-playing system based on the works of H. P. Lovecraft. It is going to be very simple and is not intended for the very sophisticated player. It's called **Dark Shadows**. It's being authored by Kurt Lortz and we'll have the usual amount of **Chaosium** support material to add local flavor so that the game will be easier for the Judge and the players to get into. By local flavor I mean that it will include items such as timetables for getting around the world in the late 19th century (which is where much of the Lovecraft material takes place). Like most **Chaosium** books, we want to make it entertaining to read or browse. Are you interested in non-FRP material?

Kraft: Yes, but a little less detail on them.

Stafford: We're working on some historical items. **Engage and Destroy** designed by Christopher Kurzadkowski, will be first. It is a set of 20th century combined arms warfare rules. That is to say, tanks and rockets. We're also working on a board game currently entitled **Heroes**. It's the 1st Marine Division's breakout from Yudom-ni in the Korean War, an epic battle. We're also working on revising **Elric** for its boxed form and also working on **Masters of Luck and Death**. **Masters of Luck and Death** is the third game in the Dragon Pass series. We've actually begun the fourth test playing of the rules and refuse to give a date as to when it will be done.

Kraft: I'd like to discuss a little bit about the **Gloranthan RuneQuest** campaign.

Stafford: I'd be happy to.

Kraft: Could you give me some details on how the campaign is run?

Stafford: I've just undergone a revision as to how we're running the campaign. I had been having a lot of problems because there were so many people coming by that wanted to play in the campaign and also be judged by me that I was having problems feeling guilty because people felt shortchanged that they weren't getting enough chances to take their turn and play. Also we were running into problems in having enough Judges to play two games (at the same time) in a night as often happens. What I have just instituted is

that everybody who is a regular in the campaign takes turns and one week at a time each player gets to choose what he wants to run. He can take any of his characters and do anything within the limits of the campaign that he wishes. He's also responsible for choosing who among the players and characters will accompany him on the expedition. This way I don't have to worry so much about feeling like I am cheating the players by having too many players. I've always had a problem that if there were too many people in the game I, as a Judge, feel like I am not doing my best to judge the game. This way I don't have the burden myself and everybody seems to be quite satisfied with the opportunity that they will be presented with.

We meet once a week regularly. We have another group going which meets actually more often. The other group is concentrated in a non-Dragon Pass related game called the **Fornela Campaign**. There is communication of player characters between the two. That campaign is headed by Charlie Krank. Another campaign which is related is that by Steve Perrin, which is **The Pavis Campaign**. Again characters pass back and forth but they are far enough apart that they are run separately and distinctly. Finally, Ken Kaufer is beginning his **Pamaltela Campaign** too, which is on the Southern Continent.

Kraft: Do you have any advice for people who want to run Gloranthan campaigns?

Stafford: I can try. Glorantha is a private invention of mine but there are several things which can help people with their campaigns. First, a mythological background is always useful. The gods, and their actions, are immanent in Glorantha, and people are constantly aware of this. This mythical awareness encourages an environmental outlook of the world by the living characters. Judges ought to have, and try to encourage, this sort of holistic view.

Kraft: What does that mean in game terms?

Stafford: People should be encouraged to play their characters as if they were a part of the world, not some outside careless invader intent upon plundering the cosmos. That attitude is not realistic for any world, whether Glorantha or our own earth today. Encouraging the players in practical terms means that the world ought to reward those people or characters who follow the social and cosmic rules, and also punish those who do not. This doesn't mean that Judges should kill off

their minimax players, but that the world should make it easier to be a 'good citizen' of the place the PCs are from and difficult for those who are not. For instance, it is quite all right for people to play a homeless wanderer adventure-type in my campaign. Trouble is, no one trusts them, no one gives them an even break, no one gives them anything for free, and no one gives them mercy. If they are respectful and silent then they are allowed to sleep in an occasional barn or something, but in general have to pay for everything the hard way.

Kraft: Any other advice?

Stafford: Yes. Sure. Read up on as much mythology and legend as possible, and make the stories into part of your world. The myths of Glorantha are based on terrestrial stories and are, therefore, analogous to more familiar stories. Characters can be made aware of these legends and work towards participating in them. For instance, there is a multi-game run going on now which was inspired by the *Nibelungenleid*. The characters are currently looking for the gold horde on some river and are willing to take the rumored curse of the loot in order to get a famous harp they need. Another time just recently they were hunting down the famous boar called Red-eye, which was inspired by some Welsh tales from the *Red Book of Hengest*.

Finally, I would like to urge patience for those people anxious to get more specific Gloranthan material. I am working on many things as fast as possible, including a fairly detailed history of the world. I refuse to rush it and do a botched job I will regret later. In the meantime, I urge everyone to read *Wyrms Footnotes* which has most of my pre-publication material which is fit to print.

Kraft: You publish two magazines, *Different Worlds* and *Wyrms Footnotes*. Why two different magazines?

Stafford: *Wyrms Footnotes* was originally my personal fanzine, my private magazine for talking to a few friends about what I was doing with my game and campaign. As *Chaosium* grew it became a house organ and it still is that. We print errata for our rule books and upcoming news of interest to *Chaosium* fans and followers. *Different Worlds* was begun as a eclectic magazine interested in the entire phenomenon of role-playing games. It is not a house organ. In fact, we are probably the worst contributors to it. It covers

all of the different facets of role-playing games and we want it to remain that way, but, at the same time, I want to maintain someplace for me to talk out of turn and to talk about unfinished business. This latter is the function of *Wyrms Footnotes*. The Footnotes, by the way, is now being edited by Charlie Krank and so we expect it to be released regularly now.

Kraft: Tadashi Ehara edits *Different Worlds*. Does he have complete editorial control over it?

Stafford: Yes, he does. He has complete control and complete responsibility for the magazine. We other associates and contributing editors are all important and valuable to him for input and opinions but the ultimate responsibility lies with Tadashi.

Kraft: So he's under no obligation to print something you've written.

Stafford: Absolutely. He's under no obligation to print anything I have written.

Kraft: I notice that the back cover of *Different Worlds* always has a *Chaosium* ad on it. Is that intentional or would you sell it to someone else?

Stafford: Yes, we'd sell it to someone else.

Kraft: How well does *Chaosium* stuff sell?

Stafford: Very well.

Kraft: Could you give specific numbers?

Stafford: Since its second printing *RuneQuest* has been selling over 1,000 copies a month and it is increasing in sales every month.

Kraft: Why do you want the *Judges Guild* to do *RuneQuest* products?

Stafford: *RuneQuest* is a growing phenomenon. It is growing faster than I had anticipated and it is going to continue to grow faster than I could ever possibly keep track of. *Judges Guild* is a prolific publisher who puts out material that is always good and useful and I felt that it would be advantageous for the *Chaosium* to have the assistance of *Judges Guild* in disseminating *RuneQuest* material.

Kraft: You were a member of the *Game Designer's Guild* and quit. Why?

Stafford: I quit at the time because of a personal dispute with Randy Reed, then president of the Guild. I had received some offensive private correspondant from him in his guise as president of the Guild. At the annual meeting he assured me that his behavior in the matter was perfectly acceptable and that it was the best that he could do. I had determined that I did not want to belong to any organization which had this kind of person for a president, so I quit. It was a moral decision of my own and not a reflection of my opinion of the Guild, only of its president. Since then, Randy and I have patched things up between us and I will be joining again when appropriate.

Kraft: How much of a chance do you get to look at other people's publications?

Stafford: I usually look at all the other publications that I receive.

Kraft: Do you get much of a chance to play them?

Stafford: Other games? No, I have very little opportunity to play games by anyone. The only game I play regularly is **RuneQuest**. The other games I play are usually in testing for **Chaosium**.

Kraft: Anything you have seen recently by another company that particularly impressed you?

Stafford: Nothing lately. I really have not had much of an opportunity to play other material lately.

Kraft: **RuneQuest** is eventually heading toward the publication of a supplimental volume of rules called **HeroQuest**. How do you envision **HeroQuest**? What's it going to be like?

Stafford: **HeroQuest** is really less of a suppliment to **RuneQuest** than an extension of the system to be a new game. It can be played as a separate game by itself. **HeroQuest** is a place for people who are stretching their characters beyond normal human capabilities. **HeroQuest** is a place where beings who have achieved immortality and fame in their own right can go to combat and test themselves against the skills and powers of other beings who have found their own immortalization in the legends. That is to say, **HeroQuest** takes place in the place where legends live. In general the idea is to acquire more superhuman powers and attempt to become equal to the deities of **Glorantha**.

Kraft: Do you get much of a chance to read Science Fiction or Fantasy?

Stafford: Not any more. I've not had much chance to read lately at all, and usually when I do I'm reading some technical journal such as an Analysis of the Domesday Book or demographic profiles of population changes in medieval Europe. Fiction I have not read much of lately.

Kraft: Why do you read those type of technical books?

Stafford: They are extremely helpful to me in constructing a realistic campaign for **Glorantha** and **RuneQuest**. The similiarity helps contribute to the reality, the "realness" of the **Glorantha/DragonPass/RuneQuest** systems of games. Things work the same as they work on Earth.

By the way, the last piece of fiction I read was by Bob Asprin and it was called **The Bug Wars**.

Kraft: What do you think the future of both **The Chaosium** and gaming in general is going to be?

Stafford: Though America's economic position looks worse and worse, the Hobby industry traditionally stays healthy. People stay home and look for ways to entertain themselves. People will be entertaining themselves in the future with games and especially with role-playing games because they manage to fulfill such a need in most people's lives. **Chaosium** is going to grow with the industry. We intend to be pacesetters in what we do and attempt to educate the gaming market as well as the players to quality gaming and quality production.

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Potion Table

By Ree Pruehs

There comes a time in every diabolical DM's life when he/she creates a special potion and can neither figure out what it should look or smell like nor what kind of container the hapless character will eventually discover it in. Some DM's may find these tables useful for even a non-special potion once in a while--there is nothing like a bit of "extra" description to make the player think that a mere bottle of colored water is actually something odd and mysterious!

I am indebted to Lee Gold and Cheryl Lloyd, whose excellent articles in *Alarums and Excursions* were the inspiration for this one.

TYPE AND CONSISTANCY OF POTION (roll % dice)

01-05	Powder
06-10	Powder--must be mixed with (water/oil/wine/DM choice) or useless
11-15	Grains (as rice) --DM must set number that constitutes one dose
16-20	Wafers
21-25	Cookies
26-30	Small pills
31-35	Large pills
36-40	Capsules
41-45	Tablets
46-50	Tablets--must be dissolved in (water/wine/hydra blood/DM choice) or useless
51-55	Gas--must be inhaled
56-60	Gas--works on skin contact
*61-65	Thin liquid (as water)
*66-70	Thick liquid (as shampoo)
*71-75	Thin carbonated liquid (unusable if goes "flat")
*76-80	Thick carbonated liquid (ditto)
*81-85	Two or more potions--usable only when mixed; otherwise useless or poison
86-90	Paste
91-95	Greasy paste (as vaseline)
96-00	DM choice or special

* 10% chance that potion must be applied *externally only*; poison or useless if drunk

NUMBER OF COLORS IN POTION (roll d8)

1-5	One
6-7	Two
8	Three or more--DM's choice

COLOR(S) OF POTION (roll d12)

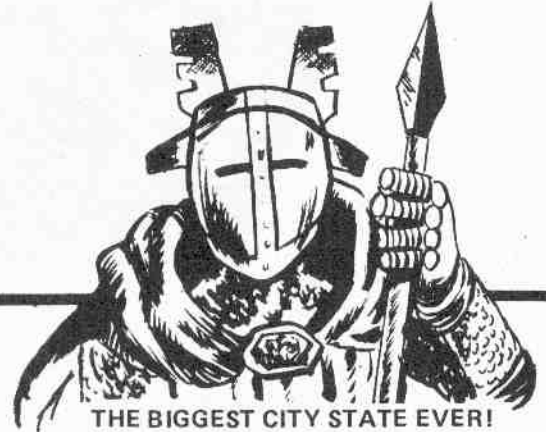
- 1 White/clear/colorless (DM choice)
- 2 Brown
- 3 Black
- 4 Grey
- 5 Red
- 6 Blue
- 7 Yellow
- 8 Violet
- 9 Green
- 10 Orange
- 11 Roll d10 for color; add white to result (i.e. lighten color)
- 12 Roll d10 for color; add black to result (i. e. darken color)

ODOR OF POTION (roll d20)

- 01-03 None
- 04 Fruity
- 05 Spicy
- 06 Decomposed
- 07 Peppery
- 08 Grassy
- 09 Mediciney
- 10 Sweet
- 11 Flowery
- 12 Bitter
- 13 Pungent
- 14 Rancid
- 15 Musky
- 16 Tangy
- 17 Moldy
- 18 Sour
- 19 Woodsy
- 20 DM choice or special

TASTE (roll d12)

- 1-2 None
- 3 Sweet
- 4 Sour
- 5 Bitter
- 6 Salty
- 7 Fruity
- 8 Rotting
- 9 Mediciney
- 10 Spicy
- 11 Meaty
- 12 DM choice or special



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An Expansion Of Psionics

By Geoffrey Tolle

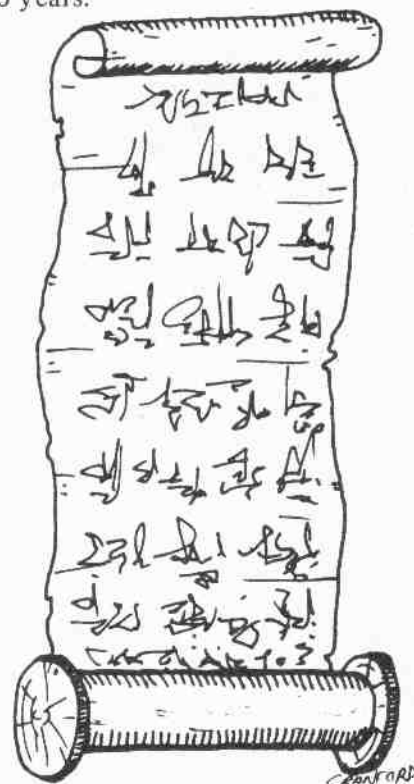
Here is a list of physical psionics and the psionics from **Eldritch Wizardry**. With this chart it is only necessary to roll for a psionic ability, it is not necessary to worry whether or not these abilities are conforming to any class as in the **Eldritch Wizardry** system. With these abilities the psionic battles ought to be more interesting.

- 1) Healing (3/Hit Point) - Heals all wounds, it can Cure Disease at 16, and it can Neutralize Poison at 6/Poison Strength.
- 2) Regeneration (none) - Regeneration of Hit Points at 3/ melee phase.
- 3) Animal Control (1/kilogram) - can cause a physical change in any animal.
- 4) Plant Control (2/kilogram) - as Animal Control.
- 5) Rock Control (3/kilogram) - as Animal Control.
- 6) Metal Control (5/kilogram) - as Animal Control.
- 7) Wind Control (1/kph) - as Animal Control.
- 8) Water Control (3/kilogram) - as Animal Control.
- 9) Earth Control (3/kilogram) - as Animal Control.
- 10) Fire Control (3/5 degrees C) - as Animal Control.
- 11) Anti-Magic Bolt (200) - When it reacts with magic it causes an implotion of 1000 meters, no saving throw.
- 12) Language (1/turn) - Speak and understand any language.
- 13) State Change (5/turn) - Becomes gaseous, liquid, or solid.
- 14) Polymorph Self with Powers (5/1000 GPW) - as Shape Alteration.
- 15) Polymorph Others without Powers (2/1000 GPW) - as Shape Alteration.
- 16) Polymorph Others with Powers (5/1000 GPW) - as Shape Change.
- 17) Weather Control (3/degree change) - Roll present weather and subtract.
- 18) Force Field (3/turn) - Makes AC go down 10.
- 19) Telekinetic Search (2/turn) - Can trace the shape of hidden objects.

28 THE DUNGEONEER

- 20) Elemental Control (5/turn) - Controls Elementals.
- 21) Dowsing (1/8 Tracking Points) - These are added to the tracking potential temporarily.
- 22) Star Bolt (50) - Mutates a person with an ability or defect from the stars or planets (as Zodiacal abilities). Judges option.
- 23) Sun Bolt (5/Hit Die) - Produces a Fire Ball of variable Hit Die.
- 24) Moon Bolt (5/Hit Die) - Produces a Cold Ray of variable Hit Die.
- 25) Ice Power (5/turn) - Produces an Ice Sled that pulls one along at five meters/turn.
- 26) Electrical Bolt (2/Hit Die) - Produces an electrical charge of variable Hit Die.
- 27) Age Bolt (10/year) - Ages opponent.
- 28) Animate (150) - Permanently animates an object. Animation does not produce Intelligence and the animation responds only to the telepathic commands of its creator.
- 29) Tempotation (1/year) - Allows a person to travel back then forward in time.
- 30) Metal Detection (1) - Tells type of metal.
- 31) Shadow Production (1/30 cm round) - Hemi-sphere of darkness.
- 32) Fire Bolt (36) - Produces 20 Hit Die Fire Ball.
- 33) Sleep (3) - As Sleep Spell.
- 34) Body Occupation (2/turn) - Person occupies the body of someone else having complete control over it.
- 35) Magnetic Field Production (6) - Any metal objects within one meter is irresistably drawn to a designated object for 1 - 10 turns.
- 36) Walk through Walls (10)
- 37) Walk through Magic Barriers (50)
- 38) Hold Energy (1/energy level) - Holds in the psychics body the energy of any physical, magic, or psychic energy.
- 39) Mind Expansion (10/turn) - Intelligence increased 1 - 100. Chance of going insane, 5%.
- 40) Wisher (200) - Produces a wish.
- 41) Flight (3/turn) - Fly at 5m/turn.
- 42) Hypno-Music (5) - When playing an instrument the chance of charming a person is 40% plus 5%/level thereafter.
- 43) Hypno-Singing (6) - As Hypno-Music except one must sing.
- 44) Wierdling Speech (7) - As Hypno-Music except one must speak.
- 45) Time Sense (none) - Since tempotation is random from 1 - 200 years this ability allows one to control tempotation very precisely.

- 46) Fuge (3/image) - Produces 1 - 10 imitations of oneself that may fight as that person. For every Hit Point taken one must rest one day.
- 47) Doppelganger (10) - As Clone Spell.
- 48) Remote Teleportation (10/kilogram) - Teleports other things away.
- 49) Remote Tempotation (20/kilogram) - Temports things back 1 - 1000 years.
- 50) Angelic Communication (5/turn) - Speak to Angelic Plane.
- 51) Ethric Communication (5/turn) - Speak to Ethric Plane.
- 52) Demonic Communication (5/turn) - Speak to Demonic Plane.
- 53) Astral Communication (5/turn) - Speak to Astral Plane.
- 54) Astralness (5/turn) - As Etherealness.
- 55) Angelicness (5/turn) - As Etherealness.
- 56) Demonicness (5/turn) - As Etherealness.
- 57) Astral Bolt (36) - 20 Hit Die of Astral Fire.
- 58) Angelic Bolt (36) - 20 Hit Die of Angelic Fire.
- 59) Demonic Bolt (36) - 20 Hit Die of Demonic Fire.
- 60) Etheral Bolt (36) - 20 Hit Die of Etheral Fire.
- 61) Molecular Density (1/AC) - Lowers AC and speed.
- 62) Remote Gravity Control (5/kilogram) - Increase or decrease the gravity of an object.
- 63) Disintegrate (20) - Destroys 100 feet of matter.
- 64) Summon Screams (1 - 10) - Summons 2 - 10 screams, each of which will drive 1 - 3 people insane.
- 65) Heightened Intelligence (none) - Raises Intelligence up three times.
- 66) Paralysis (4) - Paralyzes a person for 1 - 8 hours.
- 67) Mass Mind (5/turn) - Allows creatures of similar species or mind types to link their minds. When linked, the powers used by the group are increased as many times as members. There is a 5% chance of a mind burn-out (death) which increases 5% every turn used.
- 68) Reflection (5 - Physical, 10 - Mental, 20 - Magic) - Allows user to reflect any amount of energy thrown at him/here back at its caster.
- 69) Life Leech (1/Strength Point) - Produces a four meter circle that drains off the Strength Points of anyone within it and transferring them to the psychic. This also drains 5 PAS as a Strength Point. The energy is absorbed in one turn.
- 70) Planer Travel (20) - Opens the way to an extradimensional area that is 10m x 10m x 10m.
- 71) Will Force (1/Stat Point) - Doubles one stat for 1 - 10 turns.



- 72) De-Evolution (100) - Once activated will take away a special ability the first turn, then two for each following turn permanently! This continues through to Intelligence Points and when the person has only -2 Intelligence Points left it stops. The person taking away the abilities has a 30% chance of gaining anything that is taken away.
- 73) Dual-Brain (none) - Allows such things as fighting with a weapon in each hand or making a double saving throw.



Special Psionics Chart

001 - 004	Healing	109	Hold Energy
005	Instant Regeneration	110 - 111	Mind Expansion
006 - 009	Animal Control	112	Wisher
010 - 013	Plant Control	113 - 116	Flight
014 - 017	Rock Control	117 - 120	Hypno-Music
018 - 021	Metal Control	121 - 123	Hypno-Singing
022 - 024	Wind Control	124 - 125	Wierdling Speech
025 - 027	Water Control	126 - 129	Time Sense
028 - 030	Earth Control	130	Fuge
031 - 033	Fire Control	131 - 132	Doppleganger
034	Anti-Magic Bolt	133 - 135	Remote Teleportation
035 - 038	Language	136 - 137	Remote Tempotation
039 - 041	State Change	138 - 139	Angelic Communication
042 - 043	Polymorph Self with Powers	140 - 141	Etheric Communication
044 - 045	Polymorph Others without Powers	142 - 144	Demonic Communication
046 - 048	Polymorph Others with Powers	145 - 146	Astral Communication
049 - 050	Weather Control	147 - 149	Astralness
051 - 053	Force Field	150 - 152	Angelicness
054 - 058	Telekinetic Search	153 - 155	Demonicness
057 - 058	Elemental Control	156 - 159	Astral Bolt
059 - 062	Dowsing	160 - 162	Angelic Bolt
063	Star Bolt	163 - 165	Demonic Bolt
064 - 066	Sun Bolt	166 - 169	Etheral Bolt
067 - 069	Moon Bolt	170 - 172	Molecular Density
070 - 072	Ice Power	173 - 175	Gravity Control
073 - 076	Electrical Bolt	176	Remote Gravity Control
077 - 079	Age Bolt	177	Disintigration
080 - 081	Animate	178	Summon Screams
082 - 083	Tempotation	179 - 180	Heightened Intelligence
084 - 087	Metal Detection	181 - 184	Paralysis
088 - 090	Shadow Production	185 - 187	Mass Mind
091 - 094	Fire Bolt	188 - 190	Reflection
095 - 098	Sleep	191	Life Leech
099 - 100	Body Occupation	192 - 193	Planes Travel
101 - 104	Magnetic Field Production	194 - 196	Will Force
105 - 107	Walk through Walls	197	De-evolution
108	Walk through Magic Barriers	198 - 200	Dual Brain

Regular Psionics

001 - 006	Reduction (None)	106 - 108	Energy Control (Special)
007 - 012	Expansion (Special)	109 - 114	Telekinesis (3/turn)
013 - 021	Levitation (1/turn)	115 - 120	Dimension Walking (Special)
022 - 027	Domination (Special)	121 - 129	Astral Projection (Special)
028 - 033	Mind over Body (None)	130 - 135	Molecular Rearrangement (Special)
034 - 036	Invisibility (2/turn)	136 - 138	Molecular Manipulation (50)
037 - 045	Precognition (Special)	139 - 141	Body Control (5/turn)
046 - 048	Suspended Animation (None)	142 - 144	Mind Bar (None)
049 - 054	Body Equilibrium (1/turn)	145 - 147	Telepathic Protection (3/turn)
055 - 060	Clairaudience (2/turn)	148 - 150	Dimension Door (10)
061 - 066	Clairvoyance (2/turn)	151 - 153	Teleportation (20)
067 - 069	Body Weaponry (None)	154 - 159	Etherealness (5/turn)
070 - 075	Tek of Good/Evil (None)	160 - 162	Shape Alteration (Special)
076 - 081	Tek Magic (1/turn)	163 - 165	Aura Alteration (Special)
082 - 087	ESP (1/turn)	166 - 168	Telempathic Projection (3/turn)
088 - 093	Hypnosis (Special)	169 - 171	Mass Domination (Special)
094 - 096	Molecular Agitation (2/turn)	172 - 174	Probability Travel (Special)
097 - 099	Empathy (None)	175 - 197	Special Psionic Chart
100 - 102	Cell Adjustment (Special)	198	Permanent Psionic
103 - 105	Animal Telepathy (2/turn)	199	Two More Psionics
		200	Three More Psionics

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MONSTER MATRIX

Swamp Apes by Brian Wagner

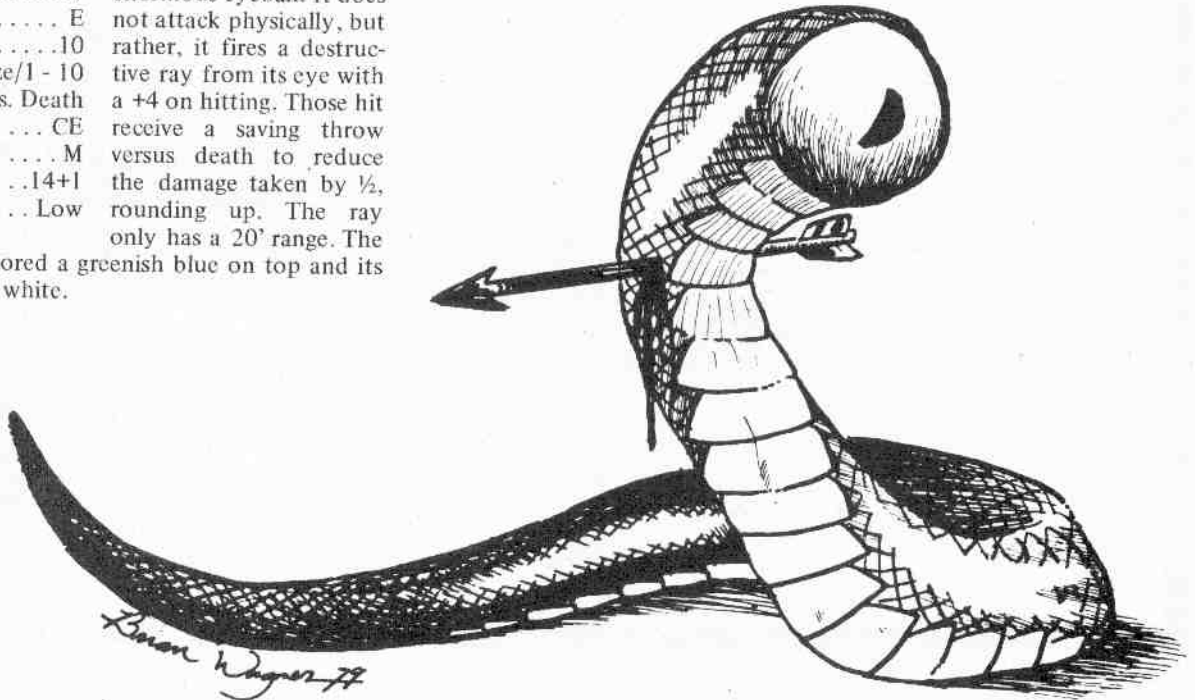
STR.....18 These ferocious apes stand
DEX.....9 six feet tall and are ex-
IQ.....4 tremely brawny and pow-
Armor.....1 Hit erfully muscled. Their
Movement.....7/12 greybrown fur is usually
Damage.....1+1 matted with mosses and
other plants so that they
blend into their environment extremely well. They
are carnivorous and very malevolent and enjoy
toying with their prey before making the kill. On
the ground their movement is only 7 but if there
is heavy tree growth, they can move thru the trees
at an impressive 12.



The Killgazer by Brian Wagner

No. Appearing... 1-6 The Killgazer is a 15'
AC.....3 long thickbodied serpent
HD.....1-2 whose entire face is an
Movement.....7 enormous eyeball. It does
Treasure.....E not attack physically, but
% in Lair.....10 rather, it fires a destruct-
Attack...1 gaze/1-10 tive ray from its eye with
½ if save vs. Death a +4 on hitting. Those hit
Align.....CE receive a saving throw
Size.....M versus death to reduce
Ex. Pts.....14+1 the damage taken by ½,
Intelligence.....Low rounding up. The ray
only has a 20' range. The

Killgazer is colored a greenish blue on top and its belly is creamy white.



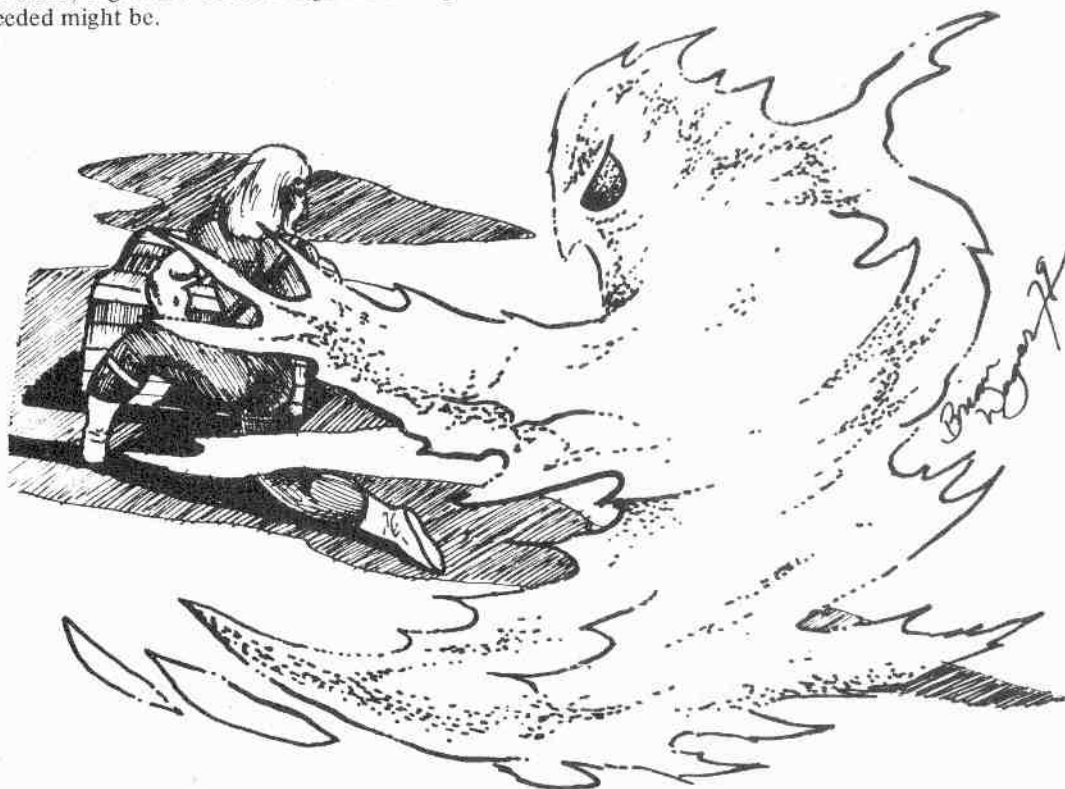
These are creatures for Metagaming's "The Fantasy Trip".

Laser Wolf
by Brian Wagner

STR.....10 Laser Wolves appear as
DEX.....14 normal wolves except they
IQ.....6 have glowing red eyes
Armor.....1 Hit which will be prominent
Movement.....12 only in darkened areas.
Damage.....1+1 They may use the Missile
Weapon Attack option
and fire a laser bolt from their eyes. The bolts do
one die of damage and have a four megahex range.

Fog Demon
by Brian Wagner

STR.....17 These deadly entities ap-
DEX.....11 pear normally as a ghostly
IQ.....10 form with glowing green
Armor.....4 Hits eyes. They can expand
Movement.....20 their mass to resemble
Damage.....2-2 patches of fog up to a
30 x 30 area then quickly
take on normal form to attack with surprise. They
can fire death rays with a six hex range as a thrown
weapon attack using Missile Weapon Attack
option. If they strike target that figure must make
a saving throw using three six-sided die, rolling
his current Strength or less or dying. Points of
damage taken by armor are added to his Strength
so armor will help a person. If a person throws an
18, he is dead, regardless of how high his saving
throw needed might be.

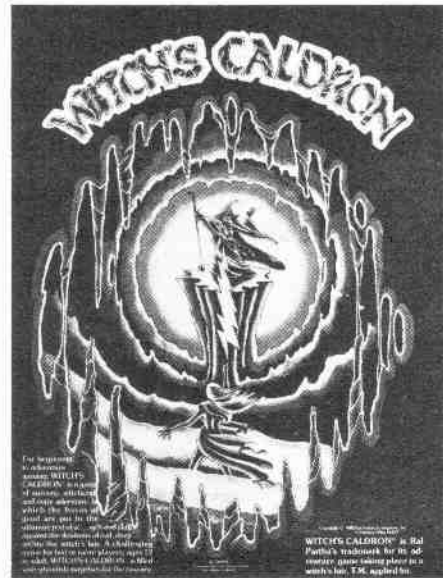


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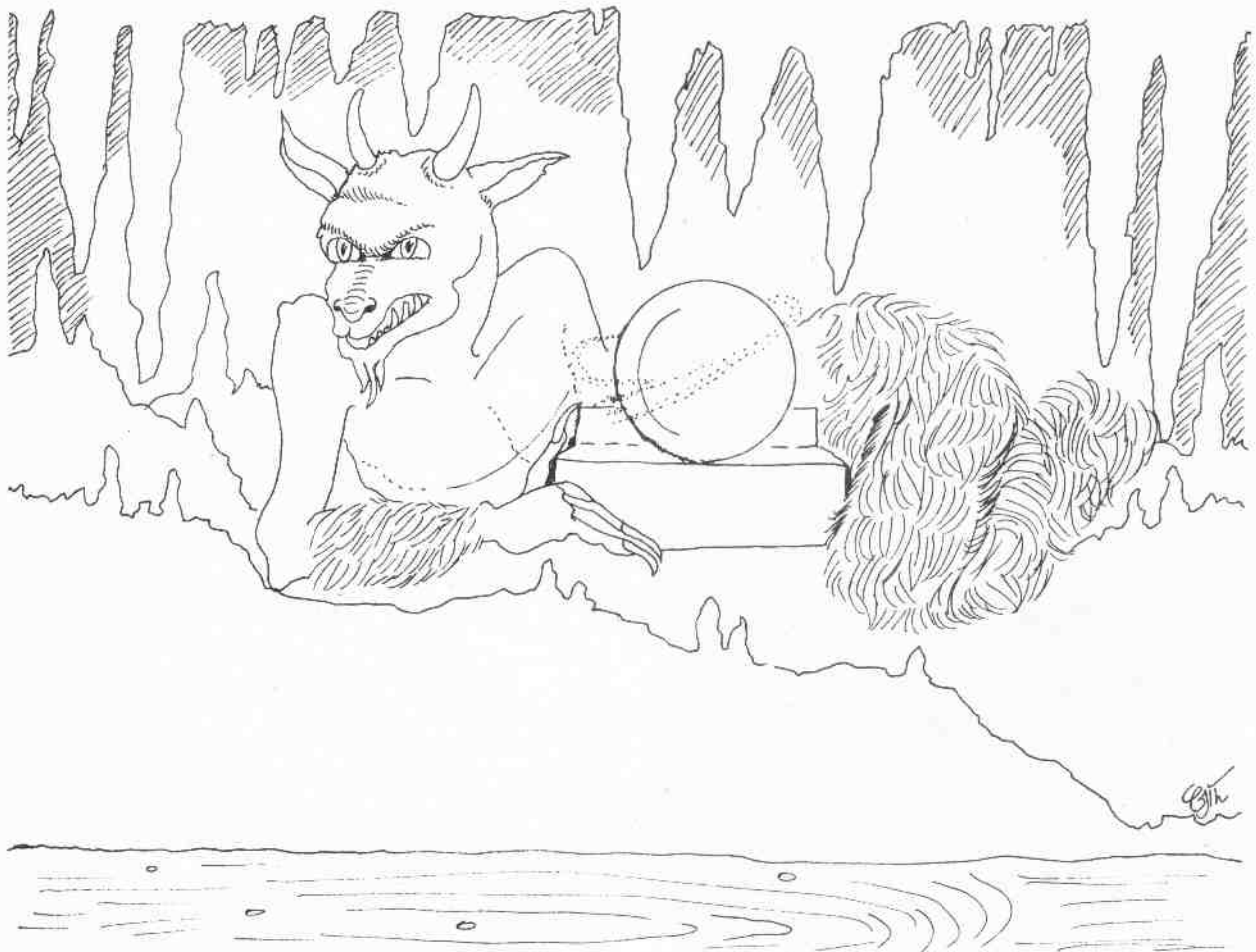
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30,000 Magic Swords

By Paul Britt Garcia

The following is a matrix of Magical Swords. Whenever a Magic Sword is required, it can be found in three easy steps:

- 1) Roll for Alignment (a la Vol. II):
 - 01 - 65 Lawful
 - 66 - 90 Neutral
 - 91 - 00 Chaotic
- 2) Roll for Sword: (01 - 00) on correct table.
- 3) Roll (01 - 00) GP Value Addition.

Lawful Magic Swords

No.	Magic/Powers	COMM	EGO	INT	REF	GP
01	+1/--	-	0	1	VII	200
02	+1/DM, LSD	EM	8	8	VII	3,600
03	+1/DSP, DT, SIO	EM	3	9	VII	5,500
04	+1/--	-	0	1	VII	400
05	+1/DG, DMK, DSP, RM, CV, 1L	Tp	9	12	VII	12,400
06	+1/RM, DMK, LSD, DT, 1L	SP	1	11	VII	8,750
07	+1/--	-	0	5	VII	400
08	+1/LSD, DM, DSP	EM	7	8	VII	4,500
09	+1/DM, NSWR	EM	6	8	VII	3,600
10	+1/--	-	0	3	VII	400
11	+1/NSWR, SIO, DG, LSD, DT	EM	12	9	VII	10,500
12	+1/--	-	0	6	VII	400
13	+1/DG, X	EM	2	8	VII	4,000
14	+1/DSP, SIO, NSWR	EM	12	9	VII	5,500
15	+1/NSWR, DM, DSP, 1L	SP	7	10	VII	6,300
16	+1/--	-	0	4	VII	300
17	+1/--	-	0	1	VII	200
18	+1/NSWR, DM, DMK	EM	5	9	VII	4,500
19	+1/--	-	0	6	VII	300
20	+1/--	-	0	2	VII	300
21	+1/--	-	0	6	VII	300
22	+1/--	-	0	4	VII	300
23	+1/--	-	0	4	VII	300
24	+1/RM, NSWR, DMK, LSD, DM 1L	SP	3	11	VII	11,600
25	+1/DMK, NSWR, LSD	EM	5	9	VII	5,000
26	+1/DG, DT	EM	12	8	VII	2,800
27	+1/DG, LSD, NSWR	EM	11	9	VII	5,500
28	+1/DT, NSWR, DSP, PCO, SMUs	EM	8	9	VII	4,500
29	+1/--	-	0	6	VII	200
30	+1/RM, SIO, DM, S, 2L	SP	8	11	VII	12,000
31	+1, +2 vs. Lycs/NSWR	EM	9	7	VII	3,500

No.	Magic/Powers	COMM	EGO	INT	REF	GP
32	+1, +2 vs. Lycs/PCO, SCLRs	--	0	2	VII	1,800
33	+1, +2 vs. Lycs/DMK	EM	10	7	VII	4,000
34	+1, +2 vs. Lycs/--	--	0	6	VII	1,800
35	+1, +2 vs. Lycs/--	--	0	1	VII	1,500
36	+1, +2 vs. MUs & Ench Mon/--	--	0	5	VII	3,000
37	+1, +2 vs. MUs & Ench Mon/--	--	0	3	VII	3,000
38	+1, +2 vs. MUs & Ench Mon/--	--	0	1	VII	3,000
39	+1, +2 vs. MUs & Ench Mon/LSD, DSP, NSWR	EM	3	9	VII	12,600
40	+1, +2 vs. MUs & Ench Mon/SIO, DG, DT, 2L	SP	10	10	VII	16,500
41	+1 & LO/--	--	0	6	VII	1,800
42	+1 & LO/--	--	0	1	VII	1,600
43	+1 & LO/--	--	0	2	VII	1,400
44	+1 & LO/--	--	0	1	VII	1,600
45	+1 & LO/PCO, SM	--	0	6	VII	1,600
46	+1, +3 vs. Trolls/--	--	0	1	VII	2,400
47	+1, +3 vs. Trolls/RM, LSD, NSWR, DEDG, CV, 2L	Tp	3	12	VII	26,400
48	+1, +3 vs. Trolls/SIO, LSD, DMK, 2L	SP	12	10	VII	13,000
49	+1, +3 vs. Trolls/--	--	0	2	VII	2,800
50	+1, +3 vs. Trolls/DT, SIO, DEDG	EM	1	9	VII	10,400
51	+1 Flaming, +2 vs. Trolls, +3 vs. Undead/RM, NSWR, SIO Tpo, 4L	SP	3	11	VII	36,800
52	+1 Flaming, +2 vs. Trolls, +3 vs. Undead/DM	EM	9	7	VII	13,500
53	+1 Flaming, +2 vs. Trolls, +3 vs. Undead/--	--	0	2	VII	9,800
54	+1 Flaming, +2 vs. Trolls, +3 vs. Undead/--	--	0	3	VII	9,100
55	+1 Flaming, +2 vs. Trolls, +3 vs. Undead/--	--	0	4	VII	8,400
56	+1, 4 Wishes/RM, NSWR, DG, DMK, Tpo, 1L	Tp	1	12	VII	27,000
57	+1, 6 Wishes/--	--	0	2	VII	5,600
58	+1, 5 Wishes/DEDG, SIO	EM	1	8	VII	12,600
59	+1, 7 Wishes/--	--	0	4	VII	8,800
60	+1, 3 Wishes/RM, NSWR, DEDG, DT, 1L	SP	1	11	VII	15,500
61	+1, +3 vs. Dragons/NSWR, PCO, SCLRs	EM	6	7	VII	5,400
62	+1, +3 vs. Dragons/RM, DMK, DG, DSP, Tpo, 1L, PCO, DC	Tp	6	12	VII	22,550
63	+1, +3 vs. Dragons/--	--	0	6	VII	4,400
64	+1, +3 vs. Dragons/RM, LSD, DM, DT, Tk, 2L	Tp	12	12	VII	24,000
65	+1, +3 vs. Dragons/--	--	0	2	VII	4,800
66	+2/PCO, SCLRs	--	0	3	VII	800
67	+2/RM, DT, LSD, SIO, E, 2L	Tp	12	12	VII	18,000
68	+2/NSWR, DM, DSP, SIO, LSD, 1L	SP	7	10	VII	13,050
69	+2 CHP/RM, DEDG, DG, 1L	SP	8	11	VII	13,200
70	+2 CHP/LSD	EM	4	7	VII	6,500
71	+3/RM, NSWR, LSD, DMK, X, 1L	Tp	1	12	VII	20,500
72	+3/DM, SIO, DG	EM	7	9	VII	8,400
73	OLEDA/DM, SIO	EM	5	8	VII	4,400
74	+2 NSDA/DMK, DSP, DT 20', 2L	SP	7	10	G	19,000
75	+4/--	--	0	1	G	2,000
76	+5, Holy/DG, DEDG, LSD, 1L	SP	7	10	G	22,550
77	+3, Cold, +5 vs. Fire Creatures/RM, DM 20', DSP 1L	SP	6	11	G	36,750
78	+3, Cold, +5 vs. Fire Creatures/--	--	0	1	G	14,400
79	+2, Red Dragon Slaying/RM, DM 20', DMK, 2L	SP	8	11	G	18,000
80	+2, Bronze Dragon Slaying/RM, DEDG, NSWR, DSP, CV, 2L	Tp	4	12	G	27,500
81	+2, Green Dragon Slaying/--	--	0	3	G	2,700
82	+2, Silver Dragon Slaying/--	--	0	4	G	2,700
83	+1, CURSED/--	--	0	5	G	2,700
84	-2, CURSED/--	--	0	1	G	3,000
85	-2, CURSED/--	--	0	5	G	2,400

86	-2, CURSED/-	-	0	3	G	2,700
87	-2, CURSED/RM, NSRW, SIO, DT, 1L	SP	12	11	G	15,750
88	-2, CURSED/-	-	0	5	G	3,000
89	-2, CURSED/RM, NSW, DMK, LSD, S, 1L	Tp	9	12	G	24,500
90	-2, CURSED/-	-	0	1	G	2,400
91	-2, CURSED/RM, DM, DG 20', CA, 3L	Tp	8	12	G	28,000
92	-2, CURSED/-	-	0	3	G	3,000
93	-2, CURSED/-	-	0	4	G	3,000
94	-2, CURSED/-	-	0	3	G	3,000
95	-2, CURSED/NSW, DSP, LSD	EM	7	9	G	10,500
96	-2, CURSED/RM, SIO, SNWR 20', CA, 1L	Tp	9	12	G	11,500
97	-2, CURSED/-	-	0	1	G	3,000
98	+3 Dancing/NSW, DG, DSP	EM	3	9	G	18,400
99	+1 Sharpness/-	-	0	6	G	2,200
00	+2 Vorpal Blade/DSP	EM	8	7	G	8,500

Neutral Magic Swords

No.	Magic/Power	COMM	EGO	INT	REF	GP
01	+1/-	-	0	1	VII	200
02	+1/-	-	0	2	VII	200
03	+1/-	-	0	2	VII	400
04	+1/RM, DT, LSD, DMK, 1L	SP	8	11	VII	8,750
05	+1/RM, DT, SIO, DEDG, DMK, NSW 20', 2L, +1 ST, SMUs	SP	6	11	VII	22,000
06	+1/DSP, DT 20', 2L	SP	4	10	VII	7,000
07	+1/RM, DEDG, DM, DMK, CA, 3L	Tp	2	12	VII	16,500
08	+1/LSD, DMK	EM	10	8	VII	3,600
09	+1/DT, DSP, DMK	EM	1	9	VII	4,500
10	+1/DG	EM	4	7	VII	1,200
11	+1/-	-	0	1	VII	200
12	+1/DSP, X	EM	2	8	VII	2,800
13	+1/-	-	0	3	VII	200
14	+1/RM, NSW 20', DG, H, 3L	Tp	4	12	VII	14,500
15	+1/-	-	0	4	VII	200
16	+1/RM, NSW, DEDG 20', 5L	SP	12	11	VII	13,750
17	+1/DSP	EM	12	7	VII	1,200
18	+1/-	-	0	1	VII	400
19	+1/RM, NSW, SIO, DT, 3L	SP	1	11	VII	10,350
20	+1/-	-	0	2	VII	200
21	+1/DT, DG, DSP 1L	SP	1	10	VII	5,100
22	+1/RM, DG 20', NSW, Tp, 3L	Tp	12	12	VII	14,500
23	+1/-	-	0	6	VII	400
24	+1/-	-	0	2	VII	300
25	+1/-	-	0	1	VII	300
26	+1/RM, DG, DSP, NSW, F, 1L	Tp	9	12	VII	10,800
27	+1/-	-	0	5	VII	200
28	+1/-	-	0	6	VII	300
29	+1/-	-	0	2	VII	400
30	+1/-	-	0	1	VII	300
31	+1, +2 vs. Lycs/DM, DMK, NSW, 5L, +1ST, DL	SP	11	10	VII	21,700
32	+1, +2 vs. Lycs/RM, DMK, DM DSP, S, 1L	Tp	9	12	VII	20,200
33	+1, +2 vs. Lycs/NSW 20', DM, 1L	SP	7	10	VII	9,200
34	+1, +2 vs. Lycs/RM, DM 20', DEDG, 2L	SP	5	11	VII	14,000
35	+1, +2 vs. Lycs/-	-	0	1	VII	1,800
36	+1, +2 vs. MUs & Ench Mon/RM, DT, SIO, DMK, 1L, SM, +1 ST	SP	6	11	VII	15,950

No.	Magic/Power	COMM	EGO	INT	REF	GP
37	+1, +2 vs. MUs & Ench Mon/--	-	0	5	VII	3,500
38	+1, +2 vs. MUs & Ench Mon/DEDG, DMK, DG	EM	7	9	VII	13,500
39	+1, +2 vs. MUs & Ench Mon/--	-	0	4	VII	3,000
40	+1, +2 vs. MUs & Ench Mon/--	-	0	1	VII	3,000
41	+1 & LO/RM, DM, DSP, NSW, Le, 5L	Tp	11	12	VII	27,950
42	+1 & LO/--	-	0	1	VII	1,600
43	+1 & LO/DEDG, NSW 20'	EM	11	9	VII	7,800
44	+1 & LO/--	-	0	1	VII	1,800
45	+1 & LO/DT, DM	EM	2	8	VII	6,500
46	+1, +3 vs. Trolls & Clerics/--	-	0	3	VII	6,300
47	+1, +3 vs. Trolls & Clerics/RM, DEDG, NSW, S, E, 1L	Tp	4	12	VII	31,500
48	+1, +3 vs. Trolls & Clerics/RM, LSD, DT, DMK, NSW, X, 4L, +1ST, SF	SP	7	11	VII	45,000
49	+1, +3 vs. Trolls & Clerics/RM, LSD, DT 20', F, 1L	Tp	1	12	VII	31,500
50	+1, +3 vs. Trolls & Clerics/+1ST, SMUs	-	0	2	VII	5,600
51	+1 Flaming, +2 vs. Trolls, Pegasi, Hippogriffs & Rocs, +3 vs. Undead & Ents/DSP, DT	EM	7	8	VII	49,400
52	+1 Flaming, +2 vs. Trolls, Pegasi, Hippogriffs & Rocs, +3 vs. Undead & Ents/--	-	0	3	VII	32,000
53	+1 Flaming, +2 vs. Trolls, Pegasi, Hippogriffs & Rocs, +3 vs. Undead & Ents/DSP	EM	12	7	VII	41,400
54	+1 Flaming, +2 vs. Trolls, Pegasi, Hippogriffs & Rocs, +3 vs. Undead & Ents/--	-	0	1	VII	36,800
55	+1 Flaming, +2 vs. Trolls, Pegasi, Hippogriffs & Rocs, +3 vs. Undead & Ents, -	-	0	1	VII	36,800
56	+1, 6 Wishes/RM, DT 30', DM, DMK, 2L	SP	1	11	VII	44,400
57	+1, 4 Wishes/--	-	0	4	VII	3,000
58	+1, 5 Wishes/RM, DSP 20', DEDG, Le, 1L	Tp	5	12	VII	25,350
59	+1, 5 Wishes/NSWR, DSP	EM	12	8	VII	11,700
60	+1, 3 Wishes/RM, DEDG, DM, NSW, 2L	SP	10	11	VII	16,500
61	+1, +3 vs. Dragons/RM, DEDG 20', DSP, DM, CV, 5L	Tp	3	12	VII	36,000
62	+1, +3 vs. Dragons/RM, DSP, DMK, LSD, Le, 3L	Tp	10	12	VII	24,050
63	+1, +3 vs. Dragons/--	-	0	4	VII	2,800
64	+1, +3 vs. Dragons/--	-	0	1	VII	2,800
65	+1, +3 vs. Dragons/DSP, SIO, DM, +1ST, SCLR's	EM	4	9	VII	10,400
66	+2/--	-	0	4	VII	600
67	+2/DSP, NSW	EM	1	8	VII	5,000
68	+2/DEDG	EM	3	7	VII	2,400
69	+2 CHP/SIO	EM	1	7	VII	6,500
70	+2 CHP/DM, DG, DMK, 1L	SP	6	10	VII	13,200
71	+3/--	-	0	1	VII	1,500
72	+3/DSP, LSD	EM	12	8	VII	5,400
73	OLEDA/--	-	0	1	VII	3,000
74	+2 NSDA/RM, DEDG, DSP, SIO, DG, Le, 2L	Tp	10	12	G	28,000
75	+4/--	-	0	1	G	2,400
76	+5, Holy/+1ST, SF	-	0	4	G	6,600
77	+3, Cold, +5 vs. Fire Creatures/RM, DT, SIO 20', 1L	SP	6	11	G	15,300
78	+3, Cold, +5 vs. Fire Creatures/SIO, NSW, DM 20'	EM	9	9	G	22,500
79	+2, Bronze Dragon Slaying/--	-	0	1	G	3,000
80	+2, Copper Dragon Slaying/--	-	0	6	G	2,700
81	+2, Black Dragon Slaying/RM, DEDG 20', DT, CA, 1L	Tp	3	12	G	22,500
82	+2, Chromatic Dragon Slaying/DSP, DEDG, NSW	EM	5	9	G	9,800
83	+1 CURSED/--	-	0	6	G	1,800
84	-2, CURSED/--	-	0	4	G	3,000
85	-2, CURSED/DT, DEDG 20', 3L	SP	4	10	G	18,500
86	-2, CURSED/--	-	0	6	G	2,400

No.	Magic/Power	COMM	EGO	INT	REF	GP
87	-2, CURSED/RM, SIO 20', DEDG, 1L	SP	1	11	G	17,100
88	-2, CURSED/-	-	0	3	G	3,000
89	-2, CURSED/Tpo, -1ST, DL	EM	4	7	G	5,500
90	-2, CURSED/-	-	0	3	G	2,700
91	-2, CURSED/RM, DSP, NSWR, DMK, DEDG, X, CA, 2L	Tp	1	12	G	36,400
92	-2, CURSED/-	-	0	1	G	2,700
93	-2, CURSED/-	-	0	2	G	3,000
94	-2, CURSED/-1ST, DL	-	0	4	G	2,400
95	-2, CURSED/-	-	0	6	G	2,400
96	-2, CURSED/DT, SIO	EM	3	8	G	7,800
97	-2, CURSED/-	-	0	4	G	3,000
98	+3 Dancing/DEDG	EM	12	7	G	8,400
99	+1 Sharpness/DEDG, DG, NSWR	EM	9	8	G	9,600
00	+2 Vorpal Blade/-	-	0	1	G	2,400

Chaotic Magic Swords

No.	Magic/Powers	COMM	EGO	INT	REF	GP
01	+1/DM, DG	EM	11	8	VII	1,800
02	+1/-	-	0	5	VII	400
03	+1/DMK, SIO, LSD	EM	7	9	VII	5,500
04	+1/RM, DSP, SIO, DEDG, 3L	SP	9	11	VII	12,150
05	+1/-	-	0	1	VII	200
06	+1/DLO, SF	-	0	1	VII	400
07	+1/RM, NSWR, DM 20', 1L	SP	12	11	VII	9,450
08	+1/DG, DT 20', 1L	SP	12	10	VII	6,000
09	+1/-	-	0	1	VII	400
10	+1/DSP, LSD, NSWR, DLO, DL	EM	11	9	VII	5,000
11	+1/-	-	0	4	VII	400
12	+1/-	-	0	5	VII	400
13	+1/-	-	0	2	VII	400
14	+1/-	-	0	3	VII	400
15	+1/RM, DM, DT, S, 1L	SP	10	11	VII	8,050
16	+1/-	-	0	4	VII	400
17	+1/-	-	0	5	VII	200
18	+1/RM, DEDG, DM 20', CV, 2L	Tp	11	12	VII	12,600
19	+1/-	-	0	2	VII	200
20	+1/-	-	0	2	VII	400
21	+1/DG, LSD, DSP	EM	1	8	VII	4,500
22	+1/-	-	0	6	VII	300
23	+1/LSD, NSWR	EM	1	8	VII	2,400
24	+1/DMK, DSP 20', 1L	SP	10	10	VII	6,000
25	+1/RM, DSP, DMK, SIO, E, 1L, DLO, SMUs	Tp	4	12	VII	12,400
26	+1/RM, DEDG, DSP, NSWR, 1L	SP	3	11	VII	8,750
27	+1/-	-	0	5	VII	200
28	+1/-	-	0	1	VII	200
29	+1/-	-	0	6	VII	200
30	+1/-	-	0	4	VII	200
31	+1, +2 vs. Lycs/RM, DMK, DSP, DG, X, 1L	Tp	5	12	VII	23,650
32	+1, +2 vs. Lycs/RM, DG, DM, DSP, 1L, DLO, SF	SP	7	11	VII	18,500
33	+1, +2 vs. Lycs/DT, DEDG, LSD, DSP, 2L	SP	12	10	VII	20,900
34	+1, +2 vs. Lycs/-	-	0	2	VII	4,000
35	+1, +2 vs. Lycs/DM, NSWR 20'	EM	9	9	VII	12,800
36	+1, +2 vs. MUs & Ench Mon/DM, DEDG, DSP 20', 1L	SP	1	10	VII	28,050
37	+1, +2 vs. MUs & Ench Mon/-	-	0	1	VII	7,500

No.	Magic/Powers	COMM	EGO	INT	REF	GP
38	+1, +2 vs. MUs & Ench Mon/-	-	0	4	VII	8,000
39	+1, +2 vs. MUs & Ench Mon/RM, DM, DMK, NSWR, X, 2L	Tp	4	12	VII	35,100
40	+1, +2 vs. MUs & Ench Mon/RM, DMK, DT, NSWR, F, 1L DLO, SCLRs	Tp	10	12	VII	34,800
41	+1 & LO/DEDG, DSP, DG	EM	6	9	VII	9,600
42	+1 & LO/-	-	0	5	VII	1,400
43	+1 & LO/SIO	EM	6	7	VII	3,600
44	+1 & LO/-	--	0	3	VII	1,800
45	+1 & LO/-	--	0	2	VII	1,800
46	+1, +3 vs. CLR/-	--	0	3	VII	5,000
47	+1, +3 vs. CLR/DSP, DLO, SMUs	EM	5	7	VII	10,500
48	+1, +3 vs. CLR/DLO, SMUs	--	0	5	VII	5,500
49	+1, +3 vs. CLR/RM, DT, SIO, DEDG, 2L	SP	1	11	VII	22,800
50	+1, +3 vs. CLR/-	--	0	5	VII	5,000
51	+1 Flaming, +2 vs. Pegasi, Hippogriffs & Rocs, +3 vs. Ents/DT, DMK, SIO, 2L	SP	6	10	VII	42,500
52	+1 Flaming, +2 vs. Pegasi, Hippogriffs & Rocs, +3 vs. Ents/DM DG, DMK 1L	SP	7	10	VII	28,050
53	+1 Flaming, +2 vs. Pegasi, Hippogriffs & Rocs, +3 vs. Ents/-	--	0	1	VII	17,600
54	+1 Flaming, +2 vs. Pegasi, Hippogriffs & Rocs, +3 vs. Ents/DMK DSP, DT 20', 2L	SP	7	10	VII	29,700
55	+1 Flaming, +2 vs. Pegasi, Hippogriffs & Rocs, +3 vs. Ents/DSP LSD	EM	5	8	VII	23,100
56	+1, 5 Wishes/DSP 20', SIO	EM	7	9	VII	9,600
57	+1, 6 Wishes/RM, DT, LSD, SIO, E, 2L	Tp	1	12	VII	16,100
58	+1, 7 Wishes/SIO	EM	4	7	VII	9,600
59	+1, 3 Wishes/RM, SIO 20', DT, 1L, DLO, SMUs	SP	8	11	VII	6,600
60	+1, 4 Wishes/DM, DG, DMK, 1L	SP	7	10	VII	7,750
61	+1, +3 vs. Dragons/RM, DSP, DMK, LSD, Le, 3L	Tp	12	12	VII	10,250
62	+1, +3 vs. Dragons/-	--	0	3	VII	2,500
63	+1, +3 vs. Dragons/-	--	0	2	VII	3,500
64	+1, +3 vs. Dragons/RM, DEDG, DSP 20', Le, 1L	Tp	12	12	VII	8,750
65	+1, +3 vs. Dragons/-	--	0	6	VII	6,000
66	+2/RM, NSWR, LSD, DMK, X, 1L, DLO, SM	Tp	6	12	VII	3,500
67	+2/SIO, DLO, SCLRs	EM	6	7	VII	1,200
68	+2/RM, DT 30', DM, DMK, 2L	SP	1	11	VII	3,800
69	+2 CHP/-	--	0	4	VII	3,000
70	+2 CHP/DSP, NSWR	EM	1	8	VII	10,500
71	+3/-	--	0	2	VII	1,800
72	+3/RM, DEDG, DSP, SIO, DG, Le, 2L	Tp	1	12	VII	6,300
73	OLEDA/-	--	0	4	VII	2,400
74	+2 NSDA/SIO	EM	6	7	G	9,400
75	+4/DEDG, SIO	EM	5	8	G	4,400
76	+5, Holy/DT 20', LSD	EM	3	9	G	20,000
77	+3 Cold, +5 vs. Fire Creatures/DM SIO	EM	2	8	G	27,300
78	+3 Cold, +5 vs. Fire Creatures/DEDG, DG, NSWR	EM	9	9	G	29,900
79	+2 Blue Dragon Slaying/-	--	0	6	G	7,000
80	+2 Silver Dragon Slaying/NSWR, DG, DSP	EM	5	9	G	5,600
81	+2 White Dragon Slaying/-	--	0	4	G	7,000
82	+2 Red Dragon Slaying/DLO, SM	--	0	6	G	5,600
83	+1, CURSED/-	--	0	3	G	5,400
84	-2, CURSED/DEDG	EM	4	7	G	9,100
85	-2, CURSED/-	--	0	3	G	5,600
86	-2, CURSED/Tpo	EM	8	7	G	10,500
87	-2, CURSED/-	--	0	6	G	5,600

No.	Magic/Powers	COMM	EGO	INT	REF	GP
88	-2, CURSED/--	--	0	1	G	7,000
89	-2, CURSED/SIO, NSW, DM	EM	3	9	G	10,500
90	-2, CURSED/--	--	0	5	G	7,000
91	-2, CURSED/--	--	0	1	G	5,600
92	-2, CURSED/--	--	0	5	G	5,600
93	-2, CURSED/SIO, DT, RM, NSW, CA, 3L, DLO, SMUs	Tp	8	12	G	16,450
94	-2, CURSED/RM, NSW, DSP, DEDG, DMK, X, 2L	Tp	9	12	G	17,500
95	-2, CURSED/SIO, DT	EM	3	8	G	9,100
96	-2, CURSED/DEDG	EM	5	7	G	9,100
97	-2, CURSED/RM, DMK, DSP, DG, X, 1L	Tp	12	12	G	13,650
98	+3 Dancing/SIO	EM	4	7	G	26,000
99	+1 Sharpness/DEDG, SIO	EM	3	8	G	20,900
00	+2 Vorpal Blade/DT, SIO, NSW, 3L	SP	9	10	G	28,200

Key

CA	Clairaudience	LO	Locate Objects Ability
CHP	Charm Person Ability	LSD	Locate Secret Doors
COMM	Communicative Ability	Lycs	Lycanthropes
CV	Clairvoyance	MUs	Magic Users
DC	Defeat Chaos (Purpose)	NSDA	Nine Steps Draining Ability
DEDG	Detect Evil/Detect Gold	NSWR	Note Shifting Walls and Rooms
DG	Detect Gems (Number & Size)	OLEDA	One Life Energy Draining Ability
DL	Defeat Law (Purpose)	PCO	Paralyze Chaotic Opponents
DLO	Disintegrate Lawful Opponents	REF	Reference
DM	Detect Magic	S	(1 - 4) x Strength for (1 - 10) turns (1/Day)
DMK	Detect Meal & What Kind	SCLR's	Slay Clerics (Purpose)
DSP	Detect Sloping Passages	SF	Slay Fighters (Purpose)
DT	Detect Traps	SIO	See Invisible Objects
E	ESP	SM	Slay Monsters (Purpose)
EM	Empathy	SMUs	Slay Magic Users (Purpose)
Ench Mon	Enchanted Monsters	SP	Speech
F	Flying	Tk	Telekenesis
G	Greyhawk	Tp	Telepathy
H	Healing (6 points per Day)	Tpo	Teleportation
I	Illusion Generation	X	X-Ray Vision
INT	Intelligence	+1 ST	+1 Saving Throw
L	Languages	- 1 ST	- 1 Saving Throw
Le	Levitation		

All powers have a range of 10' unless otherwise specified. Also not that the Intelligence and Ego of the Swords with Purposes were **not** raised to 12 automatically.

Sword Value Determination

Base Sword Value + Adds = A

A x (No. of Sword Characteristics) = Sword Value

Base Sword Value 100 - 300 GP (Roll 1 - 3)

Adds:

- 1000 per Vorpal, Dancing, or Sharpness
- 500 per Specialty (Holy, CURSED, etc.)
- 300 per Extraordinary Ability
- 200 per Power
- 100 per + or -- (Plus or Minus)
- 100 per Wish
- 100 per Communicative Ability (COMM)
- 50 per Languages (L)

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Aging in D&D

By Glenn Kuring

I often wonder how a Magic User can write so many scrolls. You would think that by about 70 or so years of age he would be getting arthritis in his hands, hard of hearing, failing eyesight, etc. die to old age but this is so often left out of D&D campaigns. I'm now going to propose a system of aging:

Halflings - Start aging at 70, when there is a 10% chance per year cumulative that ½ a point of Constitution will be lost.

Dwarves - Starting at age 200, there is a 2% chance cumulative per year that ½ point of Constitution will be lost.

Men - Starting at age 60, there is a 5% chance per year cumulative that one point of Constitution will be lost.

Rangers - Starting at age 180, there is a 5% chance per year cumulative that one Constitution point will be lost.

Elves and Half-Elves - Do not age or if you consider that too good in your own campaign, have them age the same as men.

Using these methods, the average ages of races are:

Halflings - 100

Dwarves - 250

Men - 80

(Rangers) - 210

Affects of Aging - For every three Constitution points lost there is:

A 75% chance of losing one Strength point*;

A 90% chance of losing one Dexterity point;

A 90% chance of losing one Charisma point*;

An 80% chance of losing one Intelligence point but if it is not lost once then it will never be lost*; (i.e. A 90 year old halfling just lost his 9th Constitution point. He did

have Intelligence when he was 70, but lost an Intelligence point at each of 78 and 84, but when he threw for the third time he threw an 85 on a percentile dice. He did not lose an Intelligence point then or will ever do so again. .he stays at five Intelligence until he dies.)

A 30% chance of gaining one Wisdom point;

A 90% chance of losing one Hit point*.

Exercise - If constant daily exercise (constant as in at least ½ hour jogging per day, five days per week) is carried out, he will halve his chance of losing a Constitution point (or ½ point) and also halve his chance of losing Strength, Dexterity and Hit points (all fractions rounded up). However, if he starts exercising **after** he starts aging, there is a chance he may have a heart attack while exercising equal to his (present age - age started aging) % which will incapacitate him for 2 - 20 days. If he tries to do anything strenuous during this time there is a double % chance of having a second heart attack. With all heart attacks, there is a chance of dying equal to two times (present age - age started aging) %. Heart Attacks should be rolled once per week, until the character has been exercising continually (i.e. ½ a day for five days a week) for the period equal to the period of age he started exercising minus age he started aging. (e.g. A 65 year old man who hasn't done any exercise since he was 50 starts exercising as outlined above (when he is 70, we can stop rolling for heart attacks as long as he keeps on exercising).

Beauty Treatment - A sum of money for beauty care would reduce the chance of losing Charisma by half (Note: Paladins never become un-Paladins by losing Charisma in this way).

*Can never go below one.

Using these methods, the average ages of races are:

Halflings - 100

Dwarves - 250

Men - 80

(Rangers) - 210

Affects of Aging - For every three Constitution points lost there is:



Solo Matrix

by E. Al Hattlestad, Jr



This is a matrix for determination of dungeons, it is useful for solo play and can be utilized with or without a dungeonmaster. It is used by starting on Chart I and rolling dice to achieve a random number, that number to be applied to the chart and a result read off. Unless you are told to check elsewhere you continue on the same chart. In some cases you will roll 1 chart then be told to refer to another and come back to the one you were at, this is normal. Whenever a chart is divided by sequence rather than section, then you are to follow the chart sequentially. The chart is designed to flow naturally to a natural conclusion, and in all cases, when ever a decision is arrived at that does not jive with your conception of the game then by all means ignore, the offensive item.

CHART 1: CORRIDORS

Once 1a & 1b are determined for a corridor, ignore them until the corridor ends or turns.

Sequence 1a; type of construction

01-20 *ROUGH HEWN*, defined as rough uneven floors and walls and uneven width of walls, making for bad footing for characters.

21-70 *NORMAL*, defined as your typical dungeon, with variable widths of corridor section, but mostly smooth and level.

71-95 *WELL MADE*, defined as follows; walls and floors smooth and uncracked, joints and pieces of walls well fitted, corners crisp and neat.

96-00 *FINELY MADE*, defined as a wonderment to the eyes, walls and floors perfectly smooth, pleasing to the eye. Joints and wall cracks are almost impossible to see.

Sequence 1b; lighting affects, as determined by type of construction

ROUGH HEWN

01-75 no lighting or provision for such

76-00 empty torch holders spaced 60' apart

NORMAL

01-50 no lighting or provision for such

51-70 empty torch holders spaced 60' apart

71-80 empty torch holders spaced 30' apart

81-90 torches with holders spaced 60' apart

91-95 torches with holders spaced 30' apart

96-00 braziers spaced 20', 30', 40', or 60' apart (use 4-sided die)

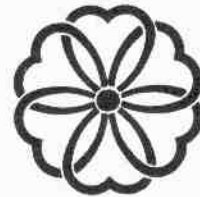
WELL MADE

- 01-25 no lighting or provision for such
- 26-45 empty torch holders spaced 60' apart
- 46-60 empty torch holders spaced 30' apart
- 61-65 empty torch holders spaced 15' apart
- 66-75 torches with holders spaced 60' apart
- 76-85 torches with holders spaced 30' apart
- 86-95 braziers spaced 20', 30', 40' or 60' apart (use 4-sided die)
- 96-00 Overhead candle fixtures spaced 15', 30', 45', 60' apart



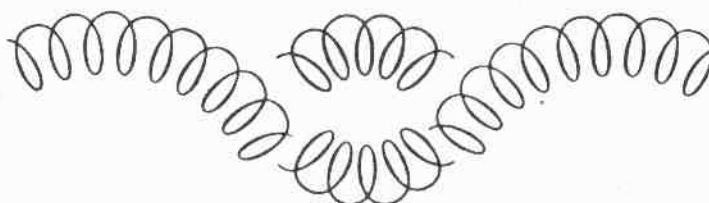
FINELY MADE

- 01-10 no lighting or provision for such
- 11-25 empty torch holders spaced 60' apart
- 26-35 empty torch holders spaced 30' apart
- 36-40 empty torch holders spaced 15' apart
- 41-52 torches with holders spaced 60' apart
- 53-60 torches with holders spaced 30' apart
- 61-64 torches with holders spaced 15' apart
- 65-74 braziers spaced 20', 30', 40', 60' or apart (use 4-sided die)
- 75-84 overhead candle fixtures spaced 15', 30', 45', or 60' apart
- 85-94 overhead lamps spaced 20, 40, 60 or 80 feet apart
- 95-98 luminous walls and ceiling and floor
- 99-00 overhead florescent lights, with switches at each end of the corridor.



Sequence 1c; periodic checks for corridor occurrences

- 01-10 continue straight ahead, check again in 20'
- 11-20 continue straight ahead, check again in 30'
- 21-30 continue straight ahead, check again in 50'
- 31-45 DOOR SEE CHART 2
- 46-55 SIDE PASSAGE SEE CHART 3
- 56-65 TURN SEE CHART 4
- 66-70 ALCOVE SEE CHART 5
- 71-75 CHAMBER SEE CHART 6
- 76-80 STAIRS SEE CHART 7
- 81-83 TRICK SEE CHART 8
- 84-86 TRAP SEE CHART 9
- 87-88 Dead End
- 89-91 Wandering Monsters (refer to M&TA for applicable level)
also check again immediately so as to see what lies ahead, so as to
determine direction of approach for monster (s).





92 WANDERING PARTY
93-00 special effects:

SEE CHART 15

- 01-10 dead body of a man
- 11-20 dead body of a woman
- 21-30 dead body (s) of a wandering monster
- 31-35 berserker laugh sounds from end of hall (behind you)
- 36-40 long painful scream ahead of you
- 41-45 shuffling sounds nearby
- 46-50 draft of wind rushes down corridor
- 51-60 clanking noises
- 61-65 muttering that seems to fade away in the distance
- 66-75 water dripping from the ceiling
- 76-80 blood dripping from the ceiling
- 81-90 apparition of DM choice dancing in hall
- 91-95 sword lying on floor
- 96-00 standard pack, type 1; lying on floor

CHART II: DOORS

Sequence 2a; position of door

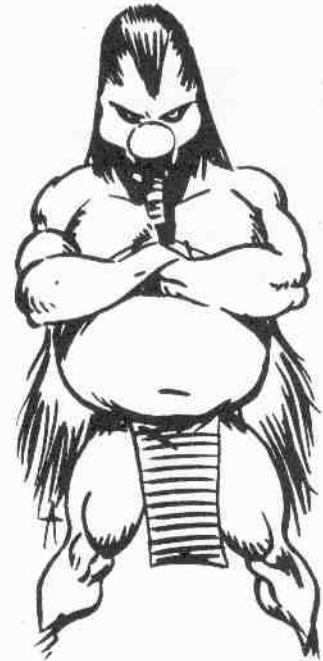
- 01-05 Trap door up
- 06-35 door to left
- 36-65 door ahead, ending corridor
- 66-95 door to right
- 96-00 trapdoor down

Sequence 2b; type of door; Description

- 01-25 crude wooden door
- 26-50 good wood door
- 51-60 heavy wood door
- 61-70 secret door
- 71-80 curtain of darkness (appear to be thick velvet-black rectangles, sometimes referred to as the 10th level MU spell "Dark Curtain")
- 81-90 metal door
- 91-00 walled-up door

Sequence 2c; type of door; Effect

- | | |
|-------------------|------------------------|
| 01-10 poor fit | 91-95 False door |
| 11-60 good fit | 96-98 one-way door |
| 61-90 perfect fit | 99-00 Intelligent door |



Sequence 2d; IF door is opened, check for trap
If a trap is indicated, roll to see if you detected it, if you have the methods available to detect such.

01-70 normal
71-80 wizard Lock on door
81-00 trapped

SEE CHART 9

Sequence 2e;; if no trap, or after trap is used

SPACE BEYOND DOOR

01-10 Corridor, parallel to present position GO TO chart 1
11-20 Corridor, 45 degrees to right
21-30 Corridor, 45 degrees to left
31-60 Corridor, straight ahead
61-00 ROOM

SEE CHART 6

CHART III: SIDE PASSAGES

Sequence 3a; width of passage

01-05 5 feet wide
06-75 10 feet wide
76-85 20 feet wide
86-95 30 feet wide
96-00 40 feet wide

Sequence 3b; direction of passage

01-20 Left 90 degrees
21-25 Left 45 degrees behind
26-30 Left curve ahead
31-35 Left 45 degrees ahead
36-55 Right 90 degrees
56-60 Right 45 degrees ahead
61-75 Right 45 degrees behind
66-70 Right curve ahead
71-75 Passage "Y"
76-90 Passage "T"
91-98 4-Way Intersection
99-00 "X" intersection, if present passage is vertical or horizontal, it forms a fifth passage into the "X".



CHART IV: TURNS

Sequence 4a; width of corridor

- 01-50 Continue as is
- 51-55 5 feet wide
- 56-75 10 feet wide
- 76-85 20 feet wide
- 86-95 30 feet wide
- 96-00 40 feet wide



Sequence 4b; direction of turn

- 01-30 Right 90 degrees
- 31-40 Right 45 degrees ahead
- 41-50 Right 45 degrees behind
- 51-60 Left 45 degrees behind
- 61-70 Left 45 degrees ahead
- 71-00 Left 90 degrees

GO BACK TO CHART I.

CHART V: ALCOVES

Alcoves are small niches in the wall that are usually slightly off ground level and recessed into the wall, however they can be large 10' by 10' insets into the wall as well.

Sequence 5a; position of alcove

- 01-40 to the right
- 41-80 to the left
- 81-00 ahead, ending corridor

Sequence 5b; contents of alcove

(Note: size of alcove is determined by contents and by judgement of DM)

- 01-40 empty
- 41-50 statue see CHART 10
- 51-60 fountain see CHART 11
- 61-70 chest see CHART 12
- 71-80 DEVICES see CHART 13
- 81-85 item of clothing
- 86-90 item of paper
- 91-95 item of food
- 96-00 item of garbage



CHART VI: CHAMBERS & ROOMS

sequence here is a,b,d,etc.

Sequence 6a; Size of chambers & rooms

01-05	20' x 20'	56-60	20' x 30'
06-40	30' x 30'	61-65	30' x 40'
41-45	40' x 40'	66-75	40' x 50'
46-50	50' x 50'	76-85	50' x 70'
51-55	60' x 60'	86-95	30' x 50'
		96-00	UNUSUAL SIZE & SHAPE go to Section 6c

Sequence 6b; shape of chambers and rooms

01-25	Room area up to 500 sq ft	=1 exit
	room area over 500 sq ft	=2 exits
26-50	room area up to 1000 sq ft	=2 exits
	room area over 1000 sq ft	=3 exits
51-75	room area up to 1500 sq ft	=3 exits
	room area over 1500 sq ft	=4 exits
76-00	room area up to 2000 sq ft	=0 exits (see footnotes, this chart)*]
	room area over 2000 sq ft	=1 exit

Section 6c; Unusual shape & size configurations

In this section, you may alter to fit your paper or tp approximate as needed.

UNUSUAL SIZE

01-10	500 sq ft
11-30	1000 sq ft
31-40	1500 sq ft
41-60	2000 sq ft
61-80	2500 sq ft
81-90	3000 sq ft
91-00	roll again & add to 3000, if rerolled, double & reroll

UNUSUAL SHAPE

01-30	circular
31-50	triangular
51-60	trapezoidal
61-70	oval
71-80	hexagonal
81-90	octagonal
91-00	draw whatever shape you like, or that will fit the area available.

Sequence 6d; Location of exits

These will be doors (see chart 2) in rooms; and open corridors in chambers (see chart 1). (note: on doors, after locating them, go to sequence 2b)

01-25	ahead wall	96-97	floor
26-50	left wall	98-99	ceiling
51-75	right wall	00	reroll twice, ignoring
76-95	same wall		

* A secret door might exist, and a search may be made if desired, thus; for every 10' of wall searched, roll a 12-sided die.

1= secret door

2 to 11= no results

12= wandering monster encounter

go to sequence 2c

go to M & TA

Sequence 6e; contents of room

01-50	empty	see CHART 16 for details, if desired
51-70	monster	
71-80	monster & treasure	
81-85	Trapped Room	see CHART 9
85-87	Trick room	see CHART 8
88-90	Statue	see CHART 10
91-92	Fountain	see CHART 11
93	Chest	see CHART 12
94	Device	see CHART 13
95	Pool in room	see CHART 14
96-99	Wandering Party	see CHART 15
00	Treasure	see Section 6f

Section 6f; unguarded treasure

This is usually disguised as something else.

01-40	1,000 copper pieces times level of dungeon
41-60	1,000 silver pieces times level
61-70	1,000 gold pieces times level
71-75	1,000 electrum pieces times level
76-80	500 platinum pieces times level
81-85	500 irridium pieces times level
86-90	1-20 gems
91-95	1-12 jewelry
96-00	1-6 treasure, refer to M & TA for this level



CHART VII: STAIRS

Sequence 7a; type of vertical conveyance

01-30	Staircase down	see section 7b
31-60	staircase up	see section 7c
61-70	chimney down	see section 7d
71-80	chimney up	see section 7e
81-85	escalator down	see section 7b
86-90	excalator up	see section 7c
91-95	elevator down	see section 7d
96-00	elevator up	see section 7e

Escalators are like stairs, except that they move, sometimes.

Elevators will appear to be a 10' dia. room with only 1 door.

50 THE DUNGEONEER

Section 7b; staircases down (or escalators down)
all staircases end in a landing, 10' long with a door at the end
all escalators open into another corridor similar to the first

01-50 down 1 level
51-75 down 2 levels
76-00 down 3 levels

Section 7c; staircases up (or escalators up)

see notes section 7b; also note that if surface is broken, some sort of plausible explanation will have to be invented.

01-50 up 1 level
51-75 up 1 level, 50% chance of turning into a slide down for 1-4 levels.
76-85 up 2 levels
86-00 up 1-4 levels, to a dead end

Section 7d; chimney down (or elevator down)

Chimneys are rock crevases, that are either natural or constructed, and are usually 10' in diameter. Occasionally they act as a elevator shaft and are very smooth sided in either case.

01-60 down 1 level
61-80 down 2 levels
81-90 down 3 levels 81-90 down 3 levels
91-95 down 4 levels
96-00 down 1-4 levels to a dead end

Section 7e; chimney up (or elevator up)

Unless there is some sort of construction (building) above ground, elevators will not break surface. Chimneys are easily explained as wells, holes, etc.

01-60 up 1 level
61-80 up 2 levels
81-90 up 3 levels
91-95 up 4 levels
96-00 up 1-4 levels to a dead end



CHART VIII: TRICKS

Section 8a; tricky corridors

01-10 slow spell on corridor space, thus making passage seem twice as long
11-20 haste spell on corridor space, thus making passage half as long, seemingly
21-30 slanted corridor, appears straight, but is not
31-40 encounter with 1 denebian slime devil per level you are on

- 41-50 Blockage; 01-40 is 10' ahead, Block for 1-20 turns
 41-80 is 10' behind, block for 1-20 turns
 81-90 is ahead & behind, block for 1-12 days
- 51-90 Smokescreen..... 01-25 10' of smoke. obscours vision only
 26-50 10' of smoke, converts armor to dust
 51-75 10' of smoke, 1-6 turn delay on
 paralysis which lasts 3-12 turns
 76-00 10' of smoke, obscours vision and
 hides pit you just fell in (see chart 9)

91-00 no effect (see chart 16 to insert garbage)

Section 8b; tricky rooms

- 01-10 ELEVATOR ROOM: after party enters room, doors seal and room descends 1-4 levels. It can ascend in 3-18 turns.
- 11-20 ROOM OF GRAVITY INVERSION: affects are such that when you enter, you will take 1-6 htk per level of dungeon, for falling to the ceiling. If you attempt to leave the same way you entered, it reverses to normal and you fall forward to the floor taking the same amount of damage.
- 21-30 ILLUSION ROOM: you require an int & wis score (combined) which equal or exceed 10 times the level of the dungeon x in order to exit, NST Also note magic will not work in this room.
- 31-40 THE CELL: after entering room, the doors will be revealed as barred cell doors, and the walls as ferroconcrete construction.
 1 in 6 will have a wandering monster appear in 1-8 turns.
 Bars can be bent by 16 or higher str, locks can be picked by thieves with a dex of 15 or higher.
- 41-50 THE RUBBER ROOM: in this room, you encounter a group of nasty wandering monsters (who are really wind up toys and cannot harm you) when you attack you will note that all weaponry acts like soft rubber in this room.
- 51-60 EMPTY ROOM
- 61-90 ROOM OF THE MUTABLE FLOORS:
 1-2 floor turns to water
 3-4 floor turns to mud
 5-6 floor turns to potion of anti-magic
 7-8 floor turns to quicksand
 Determine depth by 1-20 roll = feet of depth.
- 91-00 Reroll as if this were a trap room (see chart 9), but all affects are to be humorous, i.e. an arrow trap shoots arrows made of custard, etc.

CHART IX: TRAPS

Section 9a; trap corridors

- 01-25 deadfall see 9d
 26-50 pitfall see 9e
 51-75 gas see 9f
 76-85 device see CHART !# see CHART 13
 86-00 Giant Bubbles (1 per level/dungeon will be present) slightest touch will
- 86-00 Giant Bubbles (1 per level/dungeon will be present) slightest touch will explode these items and do damage to all within a 30' radius equal to 1-6 htk per bubble

Section 9b; trap rooms

- 01-10 deadfall see 9d
 11-20 pitfall see 9e
 21-35 gas see 9f
 36-60 device see CHART ±3 see CHART 13
 61-70 statue see CHART 10
 71-80 fountains see CHART 11
 81-00 chest see CHART 12

Section 9c; trap doors (all of which lead into a room-see CHART 6)

- 01-10 deadfall see 9d
 11-20 pitfall see 9e
 21-30 Trigger spike trap which impales twelve spikes (60' max range down corridor at you, or impales you against door as it swings into the doorway.
 31-40 Trigger for Arrow trap see 9g
 41-50 Trigger for Spear trap see 9h
 51-75 Guillotine
 76-85 Guillotine, out of phase, etherial & invisible
 86-95 Aligned door, lets lawful enter but not leave
 lets chaotic leave but not enter
 96-00 Phase door; this door enters a phase corridor, which does all sorts of nasty things to whoever is trying to map this madhouse.

Section 9d; deadfalls

- 01-20 loose rocks, 1-6 HTK
 21-40 loose rocks, 2-12 HTK
 41-55 loose rocks, 1-4 HTK: followed shortly after by a grill of spikes which do 4-24 HTK towhomever gets caught under it.
 56-70 solid block of stone drops, does 1-100 HTK
 71-80 Ye Olde Boiling Oil vat; drops on lead member of party, does 50% HTK.
 81-90 small shower of pebbles, 1-4 HTK
 91-00 small shower of pebbles, 1-4 HTK: then you fall into a pit (see 9e)

Section 9e; pitfalls

sequence 9eA

- 01-60 empty pit
- 61-95 occupied pit
- 96-98 teleporting pit
- 99-00 bottomless pit

sequence 9eB OCCUPIED PIT

- 01-35 spikes*
- 36-65 animal/insect
- 66-70 teleporting pit
- 71-90 monster
- 91-00 special

sequence 9eC KNIMAL/INSECT sequence 9eD MONSTER

- 01-35 snakes*
- 36-45 lizards*
- 46-55 giant ticks
- 56-70 giant serpent*
- 71-85 giant weasels
- 86-00 giant centipedes
- 01-50 jelly, ooze, mold, or pudding, etc.
- 51-00 roll on M&TA for given level

sequence 9eE SPECIAL

- 01-40 tied or chained down
- 41-80 tied or chained down
- xiriz

sequence 9eF CITIZEN

- 1 pipeweed grower
- 2 shipbuilder
- 3 hatmaker
- 4 beer merchant





Zotz
by Dennis DeJarnette

A coin written in Ancient Akaddian. Reading coin provides following information:

- 1) To use - During a thunderstorm, at night, drink your own blood and recite the sacred name - Zotz.
- 2) Saying "Zotz" slows down time on self (jump off cliff unharmed) or others (dodge arrows with ease).
- 3) Pointing right index finger causes incapacitating pain.
- 4) Doing both 1 and 3 causes death - no saving throw.

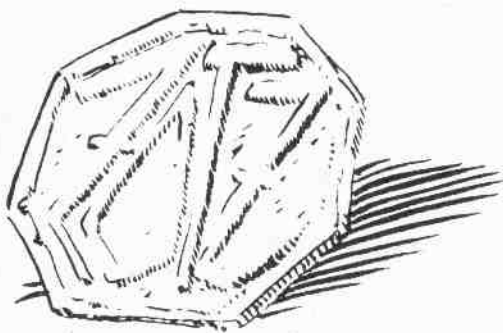
Disadvantages not revealed on coin:

- 1) 10% chance of losing the Zotz coin.
- 2) 10% chance of recovering if loss noticed immediately and a thorough search conducted.

Sect of Zotz
by Dennis DeJarnette

An Ancient Akaddian mystery religion whose many purposes is to search out all Zotz coins everywhere (there are six, Akaddians have two) and keep them among the faithful (difficult since they are so easily lost).

Akaddians have a 10% chance per year of discovering you have the coin by legend lore and commune type spells; 1% if you are Mind Blanked. If the processor does something idiotic, like bragging in a bar that he has it; or assassinating a well-known ruler in broad daylight, the Akaddians chance of discovering is 100%. Since the Akaddian worship the Great "Zotz" they can not be harmed by its' powers; neither can the bearer of a coin harm another who bears one without direct and dreadful intervention from "Zotz". So, Akaddians will generally not kill unless it is unavoidable.



by Dennis DeJarnette

Many times a Judge will advertently give away a trick or trap by a simple slip of the tongue. This particular trick can not be given away since the Judge does not roll to see what it really is until necessary.

- 1) False Skunk - Fools Gold and Flawed Gems*
- 2) True Large Skunk - Fools Gold and Flawed Gems*
- 3) Were-Skunk - Fools Gold and Flawed Gems*
- 4) False Skunk - Gold and Gems strewn about
- 5) True Large Skunk - Gold and Gems strewn about
- 6) Were-Skunk - Gold and Gems strewn about

* Not detectable as fake except by Wish, Commune and Detect Gold (if available). Detect Gems does detect presence of Gems whereas Detect Gold gives information - No Gold in range.

Musk:

Range = 0 - 1 feet causes Blindness 1 - 6 turns and odor for rest of Dungeon Adventure.

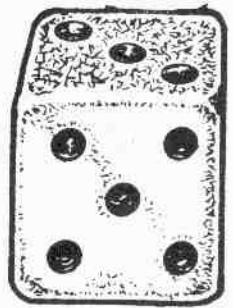
Range = 1 - 3 feet causes odor for rest of Dungeon Adventure.

Range = 2 - 5 feet causes odor for 1 - 6 days.

A Skunk can not spray if he is held by his tail in the air (it is physiologically impossible for him). Skunks weigh 50 pounds for Telekinis purposes and Were-Skunks are 250 pounds. Hit Die of Skunk is 1 (3 for Were-Skunk); AC: 9 (6 for Were-Skunk); Movement: 15" (13" for Were-Skunk). Note: If a Skunk is raised by his tail he will attempt to crawl up his own body. Skunks can be aggressive if bothered. If sprayed by a Skunk, the party will be unable to surprise anyone and not make many friends or influence people. In addition, Skunks are one of the most likely animals to be rabid!

Computerized AD&D

by David Dougher



With the increasing popularity of fantasy role-playing games it was inevitable that the complexity of these games should also increase. There has been a major boom in the idea that changes to a game will make it "a bit more realistic".

On the whole these changes seem to do just that, that is, they make the game more interesting for the player by making it seem a little more like a "real" world. However, the "realities" of a social, economic, and ecological order exact a heavy penalty on new players and most of all on the judge. This penalty is time.

Let's take a simple example. In the "good old days", you could create a player-character for a game such as D&D in a few minutes with three six-sided die and a sheet of paper. New players had few problems because there were few choices. There were only a few races, a few occupations, and little in the way of equipment.

Times have changed. Now, in such a game as AD&D you can roll three six-sided die up to thirty-six times to generate one character! This new character has up to fifty different occupations he may pursue that are carefully outlined in the **Players Handbook**. The judge must adjust his raw score for race, sex, and age of the character. There are secondary occupations, some fifty weapons to choose from, materials to be used as components for spells, "social level", and many other factors to be considered.

Now, while this may seem to be a large burden for the new player (it is), it is an even larger burden for the Judge, especially the new Judge. Further, while the new Judge does have the advantage of using many "playing aids" it is a sorry dungeon which does not have something of the new Judge's personality in it.

Much of the Judge's time is spent in certain "fixed" tasks, such as, Wandering Monsters, NPCs, and creating new Player Characters. In addition, there are certain "judging" chores which are all fixed.

Which brings me to the crux of this article. There are only a limited number of ways in which

the problem of time can be circumvented. One is to simplify the game. I personally oppose this. There are many reasons. Perhaps my greatest objection is that it would destroy the "realness" of the game, an element which helps set it apart from boardgames.

The other solution is to speed up the process for the fixed aspects of the game. Here is where the computer makes its debut.

There are many of you who now possess, or have access to, small personal "minicomputers". Many more of you live on, or near, college campuses where you have access to larger computers. By taking advantage of these resources you can considerably shorten the amount of time that you spend on the paper work aspects of the game.

For example, a simple twelve line program can replace the thirty-six dice you must roll for that character. And, provide the answer in a fraction of the time! If you own a small computer you can design many such "little" aids, or combine them to take away much of the burden that is so time consuming. If you do not own such a machine you can "preroll" dozens of numbers in advance and let players choose them from scraps of paper.

With growing expertise you can take more and more of the burden away from yourself and place it on the machine.

I have a computer program which generates non-player characters. It rolls their numbers, chooses their race, sex, age, and occupations. It prints out their bonuses and penalties for every ability from Strength to Charisma. It chooses their secondary occupation, lists the number of Gold Pieces that they currently possess. It lists their abilities in their chosen occupation. I am freed to choose their interests, quirks, personality flaws. In short, I am free to make them "people".

Another program similar to this generates information for players. It rolls the numbers and lets a player choose his race, and sex. After making adjustments to his scores the person is presented with his new scores, and an analysis of his abilities based on those numbers. Next, a list of all the

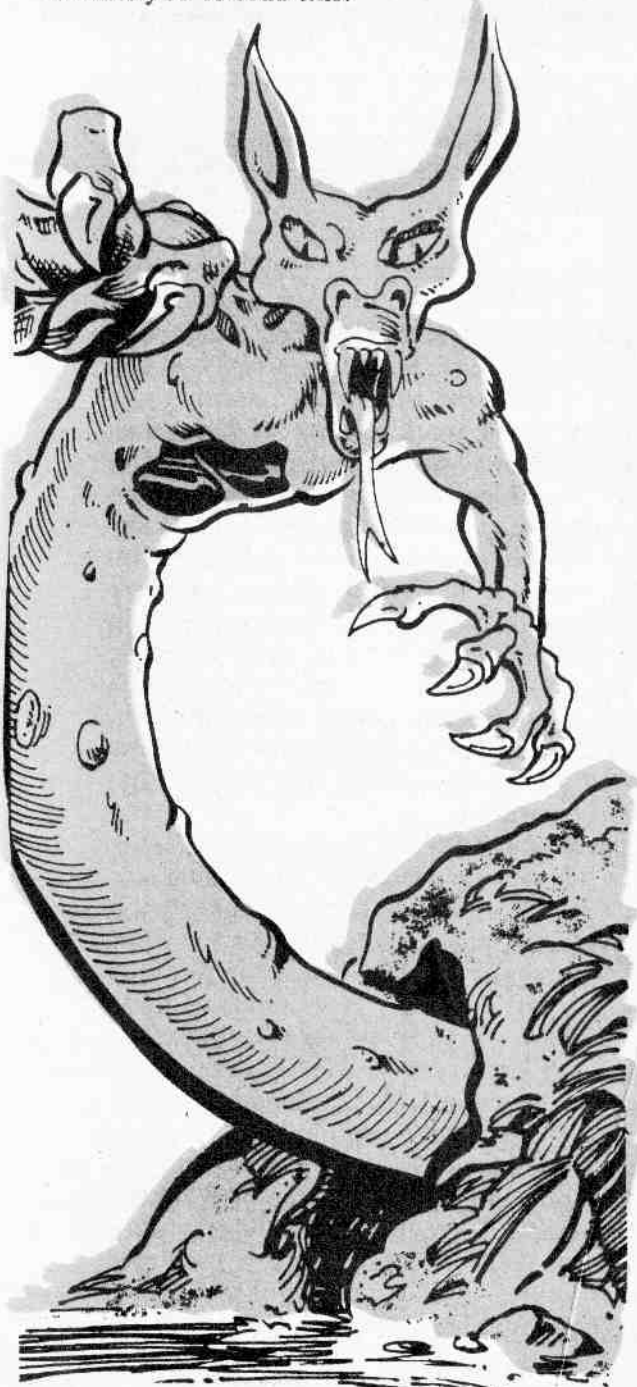
possible occupations a character of that race with those numbers can be is presented. The player then chooses his occupation and the machine takes over. It makes adjustments for age, checks for psionic abilities, chooses secondary occupations, rolls for the number of Gold Pieces that character starts the game with. It prints his final scores (including extraordinary Strength) prints his character abilities and bonuses with those scores, lists the scores, bonuses and penalties he accrues in his chosen occupation (yes, it does multi-class characters), raves about his psionic abilities (if he has any), lists his secondary occupations, tells him the number of Gold Pieces he has to start the game, wishes him luck and, does it all in a quarter of the time it takes you to read this.

In the future, I hope to submit the first computerized dungeon. Designed by, and run by the machine (with embellishments from yours truly!).

Person's interested in going in are welcome to write as it will be run by mail as well as on a real time bases. Send all enquiries to Judges Guild, 1221 N. Sunnyside Road, Decatur, IL. 62522.

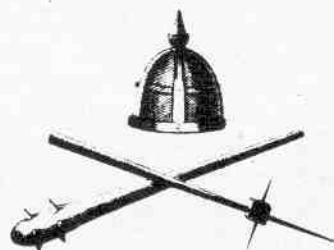
So you now have an idea for shortening your work as a Judge, without sacrificing any of your dungeons "personality". Simply pick out the areas where you find yourself "paperworked" and computerize!

Gotta go. There's a Balor at the door selling ghoulish cookies.



Some Additional Thoughts on Mystics

by Jon Mattson



When I first created the AD&D Magic User sub-class, the Mystic (over a year ago as of this printing), I tried to make it as complete as possible so that it would fit easily into the AD&D system. However, at that time the *Dungeon Masters Guide* had not yet been released, so I had to design the class based on the *Player's Handbook* and the preview of the *Dungeon Masters Guide* in *The Dragon* (issue 22). Since that time, I have had the good fortune to have at my disposal both a copy of the *Dungeon Master Guide* and the time to further play-test a few Mystic characters. Thus, I have come up with several additional rules and more information concerning Mystics so that they can be considered a complete AD&D character class. Though the notes given below are certainly not mandatory when using Mystics, they do round off the class quite well and make it easier for the Judge to incorporate them into his or her campaign.

All notes listed below are in the order they would be found in the *Dungeon Master Guide* for the most part, and I have listed page numbers for referring back to the *Dungeon Master Guide* where necessary.

The Mystic

First of all, I think some further explanation of the Mystic sub-class is in order. Mystics are a sub-class of Magic Users who specialize in many of the darker arts of sorcery, that which is generally referred to as Black Magic. This is not to say that all Mystics are Evil, but many are (on the other hand, Good Mystics, though rare, are usually extremely Good, resembling Clerics in many ways). Mystics are not all For-

tune-Tellers and Diviners, though many people confuse them with such. In AD&D, "Mystic" is a group term for several types of Magic Users who would have been referred to, in medieval times, as: Fortune-Tellers, Diviners, Demonologists, Necromancers, Witches, Cabalists, or any combination of these. Thus, a Fortune-Teller is simply a Mystic who specializes in spells such as *Augury*, *Precognition*, and *Card Tell*. A Diviner is a Mystic who specializes in spells of *Detection* and *Identification*. A Demonologist is a Mystic who specializes in spells of *Summoning* and *Protection* (from Demons), and so on. By "specializes in", I simply mean that the character has a majority of that type of spell. Diviners, Cabalists, most Fortune-Tellers, and the occasional Witch or Demonologist (one who uses Black Magic to defeat Black Magic) are generally Good in Alignment. Most Necromancers and Demonologists, as well as some Fortune-Tellers and Witches, will be Neutral. Most Witches, as well as some Demonologists and Necromancers, will be Evil. The chances are about even, however, of a Mystic being Lawful, Neutral, or Chaotic.

Of course, players who have Mystic characters do not have to specialize (they are simply Mystics in general), nor do they have to be of any certain alignment (though they will be turning towards Evil if they are constantly using spells of Demonology and Black Magic), but the Judge may find it helpful and interesting to assign non-player Mystics certain specialties.

Age (page 12): Non-Human Mystics count as Magic Users for determining their initial age. Human

Mystics will be 32 plus 1d6 (33 to 38) years old initially.

Followers (pages 16 - 18): As with Magic Users, Mystics never automatically gain followers, regardless of their experience level.

Classes of Prospective Henchmen (page 35): Change "Magic Users 20% (d6, 1 = Illusionist)" to "Magic Users 20% (d6, 1 = Illusionist, 2 = Chance of Mystic: d6, 1 - 4 = Mystic, 5 - 6 = Normal Magic User)".

Spell Acquisition (page 39): Special acquisition is the same as for normal Magic Users, with the exception of the first four spells the player receives from his master. The player receives *Read Magic* and *Protection From Evil* and rolls once on each of the charts below to find his two other spells:

Detection Spells

- 1) Detect Charm
- 2) Detect Evil
- 3) Detect Illusion
- 4) Detect Magic
- 5) Find Traps
- 6) Choose

Divination Spells

- 1) Augury
- 2) Device Empathy
- 3) Find Familiar
- 4) Identify
- 5) Predict Weather
- 6) Choose

The Judge may allow the player an extra *Detection* Spell if the campaign is particularly difficult, so he will begin with five spells instead of four.

Tribal Spell Casters (page 40): Mystic tribal spell casters are found amongst the following races of crea-

tures: Bugbears, Cavemen, Gnolls, Goblins, Hobgoblins, Kobolds, Lizard Men, Ogres, Orcs, and Sahuagin. They will replace Witch Doctors (tribes will very seldom have both Witch Doctors and Mystics), Clerics (in the case of Sahuagin only), and sometimes Shamans (Mystics and Shamans will sometimes be found in the same tribe). Tribal Mystics are allowed any spells which they would be entitled to for their level, i.e. they can choose their spells from any on the spell lists and are not limited to certain spells as are Shamans and Witch Doctors. In addition, tribal spell caster Mystics replacing Shamans or Clerics can choose *Cure Light Wounds* as a first level spell and *Cure Disease* as a fourth level spell. Tribal spell caster Mystics replacing Witch Doctors can choose *Affect Normal Fires* and/or *Dancing Lights* as first level spells, and *Magic Mouth* and/or *Scare* as second level spells.

Various races are limited in level as Mystics, as indicated below:

3rd Level Maximum

Bugbears
Gnolls
Kobolds
Orcs
Ogres

5th Level Maximum

Lizard Men
Goblins
Hobgoblins

8th Level Maximum

Cavemen
Sahuagins

Spell Explanations (pages 41 - 47): All Mystic spells which are standard spells of another class (i.e. those marked with a letter and a number in parentheses on the Mystic spell list) use the same spell explanation notes as for that class (see **Dungeon Master Guide**). All new Mystic spells use the notes below:

First Level Spells

Device Empathy: Note that the device must be mechanical, not magical (though the spell could determine the mechanical functions, if any, of a magical object). It takes one round to

discover the basic uses of a device, two rounds to discover this and who used it last (if possible). Several items may be touched, but the spell will work on only one item at a time, and there must be a pause of at least one round between each item checked.

Second Level Spells

Object Reading: Though only one object may be checked at a time, several can be checked over the duration of the spell, as described for *Device Empathy* (above). Note that not all objects give off psychic impressions.

Phantasmal Spirit: The spirit glows dimly in the dark, but looks misty in bright light. Note that a *Wall of Fog* or similar cloud-like spells (*Cloudkill*, *Indeidiary Cloud*, etc.) will blot out the image of the spirit, negating its effects for as long as the cloud covers it. *Dispel Illusion* or *Dispel Magic* will also destroy it.

Precognition: the notes on *Augury* (**Dungeon Master Guide**, page 41) apply to this spell; however, *Precognition* is a more powerful spell, so the information gathered by it will be much more detailed.

Third Level Spells

Detection: As with most other Divination spells, this only indicates to the caster that the item he wishes to detect is within the spell range and gives its general direction (since the user must face the direction of the item to detect it). In some cases (*Detect Magic*, *Detect Evil*, etc.) it will also give the caster an idea of the intensity of the thing being detected (weak, average, strong, very strong, etc.) and a rough idea of how far away it is (very near, near, medium, far, very far, etc.). Intelligent characters might use several of these spells and a sort of triangulation procedure to find the exact location of the item detected.

Mind Over Body: If this spell is used for less than a day each time, it can be used twice per week instead of once, but there must be at least a day between each usage, with a part of that time (equal to the length of time the spell was used) spent resting.

Sensitivity to Psychic Impressions: Nearly any place which has been inhabited, or at least passed over, at one time or another leaves some psychic trace, but only very important and/or emotional events can be discovered easily. Others will be vague, and the caster will be able to get only bits and pieces of information about them.

Fourth Level Spells

Card Tell: The Judge may rule that other items can be used to read the future other than the ones listed in the spell description. However, most objects (except some magical ones) which are not listed will be at penalties for spell success (the Judge must decide whether a penalty is in order and, if so, how much of one). The following items may be used with no bonus or penalty: stars (special - see below), mirrors (silver, or, at any rate, highly polished), very expensive gems, water (very clear in crystal, silver, or jet black bowl), ink, and any others the Judge can think up. Note that bonuses and/or penalties are **not** cumulative: using two or more objects for the material component simply gives the bonus or penalty of the best one used (with the exception of cards and a crystal ball - see Spell Description).

Mystics with an Intelligence score of 17 or better may use astrology (the stars) for this spell, but it must then be memorized separately for this purpose (the new spell being commonly known as *Star Gaze*). Using astrology changes the casting time to one turn, and the user must be able to see the stars in a clear sky or have recorded their position the night before (5% chance of success per level of Mystic up to a maximum of 95%). However, using astrology doubles the bonus for spell success for the amount of time into the future if it is two days or less (i.e. "up to one hour" would be "plus 20%", "six hours" would be "plus 14%", etc.), and gives a "plus 1%" chance to those times ("4 days" to "2 weeks") with "-----" listed as their bonus or penalty to success probability. Using astrology gives no bonus or penalty to success probability for the material component used.

Mental Blast: Note that **every** creature (including the caster's allies)

within the twenty foot radius sphere is effected, up to a maximum number equaling the Mystic's Intelligence score (roll randomly to see which are effected if more than the Mystic's Intelligence score are present). The Mystic has a 4% chance per Wisdom point possessed of being able to stop it from effecting 1 - 4 creatures (checked for each being after it is discovered who is effected, so, if it doesn't effect an ally, that doesn't mean it effects an extra enemy). Confused creatures act as if under the spell *Confusion* (Druidical) for several combat turns (see Spell Description, note that "turns" are combat turns or rounds, not ten minute turns). Stunned creatures will be dazed and unable to do anything for several combat turns (again, "turns" in the Spell Description should be combat turns, not ten minute turns).

Summon Spirit: Note that enemy spirits who are controlled by the caster will try to eliminate the controller by following his commands very literally, in ways which could prove harmful to him (Cf. *Invisible Stalkers* and *Demons*). Also note that even previous friends of the caster will become angry with him if he summons them from the dead too often (say more than three times, possibly four if they were good friends or the summoning is for an easy job) and will stand an increasingly good chance (5% on fourth or fifth summoning, plus 10% each time thereafter) of turning against the caster. If this occurs, the spirit will count as an enemy for control purposes forever after. Note that, if the caster does not have an item owned by the spirit to be summoned (for the material component), he may still cast the spell, but the chance of complete success (i.e. the spirit appearing in Spectre form) is decreased by 35% (the candles are necessary in any event).

Fifth Level Spells

Aura Alteration: The ability to disguise a person's aura and recognize an unfavorable aura comes immediately with this spell, but the ability to change an unfavorable aura is only possible by high level Mystics:



Aura To Be Changed

Curse
Possession (by Demons, etc.)
Geas
Quest

Level at Which Possible*

10 plus $\frac{1}{4}$ /level of Curse
10 plus $\frac{1}{4}$ /level of Possessor
12 plus $\frac{1}{4}$ /level of Geas
12 plus $\frac{1}{2}$ /level of Quest

* Minimum end result of Eleventh Level, of course.

Mystics can alter higher level auras, but the chance of success is decreased by 20% per level below the minimum needed the Mystic is, from a base 100% chance of success (i.e. A Mystic trying to remove a Twelfth Level Curse would have to be at least thirteenth level for a 100% chance of success - 10 plus $\frac{12}{4}$ - and if he was only twelfth level he would have an 80% chance of success). When calculating the level necessary to remove an aura with 100% chance of success, always round fractions up. Disguising an aura lasts one hour (six turns); the removal of one is permanent.

Conjure Spirit: Note that the spirit is conjured up from the Negative Material Plane, so it does not have to be in the area for it to be summoned.

Sixth Level Spells

Pentagram of Protection: If this spell is made permanent, the candles must be lit at all times. For each candle that goes out, there is a 20% chance the spell will be spoiled and will no longer be permanent.

Probability Travel: One plane can be entered or crossed and one additional person can be brought along per four levels the Mystic has progressed.

Seventh Level Spells

First Level Magic User Spells: The Mystic can, of course, choose from any first level Magic User spells which are also first level Mystic spells, in addition to those listed in the Spell Description.

Raise Dead: The person to be raised must make their Resurrection Survival roll just as they would if a Cleric raised them, but the roll is at a penalty of 10% (minus 1% per five levels of experience the Mystic has).



Summon Good/Evil Forces: Naturally, the Mystic must have a very good reason to summon this being. If not, there is a 50% chance (with any modifications the Judge thinks necessary to suit the occasion) the being summoned will simply observe the situation and then leave without helping at all. Also, if this occurs, there is a 10% chance that the being will be angry at the summoner and will prevent the spell from working again for that person for 1 - 6 months (don't tell the player this - let him find out for himself). A matter of life and death (namely, the Mystic's) is generally considered sufficient reason to summon one of these beings (as long as the player has been reasonably loyal to his deity and has definitely been following the code of his alignment without exception), as is summoning the creature for some purpose involving very powerful relics/beings of the same or opposite alignment, but summoning the creature to fight in a battle of little or no real importance is not.

Underwater Spell Use

The following spells will not function underwater, but will function in the confines of an *Airy Water* spell. All spells of other classes indicated by the **Dungeon Masters Guide** (page 57).

- 1st Level: *Device Empathy* (unless device is unharmed by water)
- 2nd Level: *Phantasmal Spirit*
- 4th Level: *Card Tell* (unless suitable material component is found)
- 5th Level: *Conjure Spirit*
- 6th Level: *Pentagram of Protection*
- 7th Level: *Raise Dead*

*Summon Good/Evil Forces**

* Neutral Mystics can summon the Amphisbaena snake underwater if they use a real (live) snake for the material component, casting it out into the water, instead of a candle. The statuette must still be used for the other material component, but wax must be used for it so that it won't dissolve underwater.

Detection of Invisibility (page 60): Due to the fact that Mystics often deal with invisible forces (demons, spirits, etc.) and are Masters of Detection, they have a 5% chance of detecting invisible objects or creatures automatically up to the time when the "Detection of Invisibility" chart indicates the chance is greater (i.e. Up to eighth level for a Mystic with "17 plus" Intelligence, up to ninth level for one with "15 - 16" Intelligence, and so on) when they begin using the higher percentage.

Turning Undead (optional) (page 65): Through much research, study, and training, some Mystics can learn to turn undead in the same manner as a Good Cleric. To do so, they must learn a spell which is not listed in the spell charts due to its special nature. This spell is *Turn Undead* and is in each level of Mystic spells (i.e. *Turn Undead 1* is a first level spell, *Turn Undead 2* is a second level spell, etc.). It allows the Mystic to turn Undead as a Good Cleric (regardless of his own alignment) of level equal to the spell level; thus, *Turn Undead 1* turns Undead as a first level Cleric, *Turn Undead 2* turns Undead as a second level Cleric, and so on. To learn these spells (record them on his spell list), the Mystic must have all the ones below them (i.e. to learn *Turn Undead 2* or higher, he must already know *Turn Undead 1*) and he cannot learn them from a scroll or a teacher. Each spell must be researched individually as if he was creating a new spell (see **Spell Research, Dungeon Master Guide**, pages 115 - 116), and he can only research it at a level where he can use it (i.e. *Turn Undead 1* at level one or better, *Turn Undead 2* at level three or better, *Turn Undead 3* at level five or better, etc.). For all other purposes, *Turn Undead* spells count as normal spells and must be memorized like any other spells if the Mystic wishes to use them (to use *Turn Undead 2* or better he does not have to memorize *Turn Undead 1*,

Turn Undead 2 or better he does not have to memorize *Turn Undead 1*, though - this applies only to researching the spells). The material components of all *Turn Undead* spells are burning incense and a silver holy symbol.

Note that Mystics can never turn Undead better than a seventh level Cleric, since they cannot research spells higher than seventh level. Also note that if a Cleric is present, his or her Undead turning power will always be greater than a Mystic's if the Cleric is of level equal to or greater than the Mystic's *Turn Undead* spell. Thus, if a Mystic used *Turn Undead 4* to turn Undead, an Evil Cleric of fourth level or higher could attempt to counter-affect this and make the Undead attack the Mystic. In such cases (where a Cleric is attempting to counter-affect Undead which were affected by a Mystic), the Cleric counts as one level above his actual level for counter-affecting these Undead.

Alignment: Most of the time, Mystics will be Good 20% of the time, Neutral 30% of the time, and Evil 50% of the time (usually Witches). However, in large villages and cities, Fortune-Tellers and such are far more common, so the percentages are reversed (i.e. Good - 50%; Neutral - 30%; Evil - 20%). Mystics will be: Lawful - 30%; Neutral - 35%; Chaotic - 35%. Thus, in a non-city setting a roll of 34% and then 46% would indicate a True Neutral Mystic, 19% and 82% would be a Chaotic Good Mystic (or Lawful Evil if you switched percentages), and so on.

Adjustment to Ability Dice Rolls for Non-Player Characters page 100

Class
Mystic

Minimum Score or Adjustment
Intelligence plus 2; Wisdom plus 1
14/12 minimum Intelligence/Wisdom

Facts Tables
(page 100)

Magic Scrolls (page 131): Generally, 10% of all Magic User scrolls are mystical in nature (check after checking for Illusionist scrolls), but Mystics can also use scrolls (Magic User, Clerical, or whatever) containing spells normally usable by their class.

New Magic Items (pages 120 - 169) Below I have listed three new magic items usable by Mystics (and other classes as well in most cases) to help counter-balance the lack of items usable by Mystics in the **Dungeon Master Guide**. They are, of course, optional.



Dice Roll	Result	Experience Value	GP Sale Value*
5% of time Figurines of Wondrous Power are indicated.	Figurines of Goodness/Evil/Neutrality	2750	25,000
20% of time Gem of Seeing is indicated; 10% for Crystal Balls.	Gem of Visions	1750	12,000
20% of time Ring of X-Ray Vision is indicated.	Ring of Precognition	2500	35,000

* Mystics will typically pay 1 - 20% more for these items.

Descriptions

Figurines: When ever these figures are indicated, roll percentage dice to see which type is found:

- 01-35 Ivory Unicorn (Goodness)
- 36-65 Copper Snake (Neutrality)
- 66-00 Fire Opal Dragon (Evilness)

These figurines are exactly the same as the usual type, except that they may be used only once for up to three hours by most characters. Mystics may use them once per week, but then only for an hour each time (or until killed). These figurines change into the creatures which are summoned by the mystical *Summon Good/Evil Forces* spell, and all restrictions and advantages of the beings created by the spell apply to these creatures. The user must be of the same alignment as the creature to use its figurine; others touching it will take 2 - 8 points of damage.

New Spells Resembling Psionic Powers (page 182)

- Card Tell*
- Conjure Spirit*
- Detection*
- Device Empathy*
- Etherealness*
- Mental Blast*
- Mind Over Body*
- Aura Alteration*
- Object Reading*
- Precognition*
- Probability Travel*
- Summon Good/Evil Forces*
- Summon Spirit*
- Sensitivity to Psychic Impressions*



Gem of Visions: This small green, blue, or black gem is often found as part of a medallion or ring (in which case it could be a Medallion of Visions or a Ring of Visions). It has the powers of a Crystal Ball when used by most classes, but when used by a Mystic, it acts as a Crystal Ball with Clairaudience and, 35% of the time, ESP. Finally, one per day (regardless of user's class) the owner may ask about one person, place, or thing, and, if it exists, it will be pictured in the gem. No other information is given other than it exists, what it looks like, and what the area immediately surrounding it is like).

Note: 10% of these gems are really *Gems of Blinding* (no experience value, 1000 GP value) which, when gazed into, emit a blinding light. Anyone seeing it must make a saving throw versus spells or be blinded for 2 - 8 normal turns.

Ring of Precognition: This ring gives the wearer the ability to use *Precognition* (as per the spell of the same name) as if he was a fifth level Mystic. Mystics using the ring may use it as fifth level Mystics or at their own level, whichever is higher. It can be used three times per day. Additional uses have a 10% cumulative chance of causing *Insanity* (Cf. *Scarab of Insanity*) for 3 - 12 turns plus 1 turn for each additional use above three. Insanity caused in this manner has a 15% chance of being permanent (saving throw versus psionics at short range is allowed and, if it is made, the character manages to pull himself together).

Character Subtable (page 175): About 10% of all normal Magic Users encountered will be Mystics, and they will have purposes and magic items much the same as normal Magic Users (by "purposes" I mean for city encounters - page 192). This applies to all Mystics encountered, regardless of location (see various encounter tables on pages 175, 181, 183, and 191), though the Judge may wish to increase the chances of a normal Magic User being a Mystic in some city locations (these will be Fortune-Tellers, Diviners, and such), or for astral or ethereal encounters.



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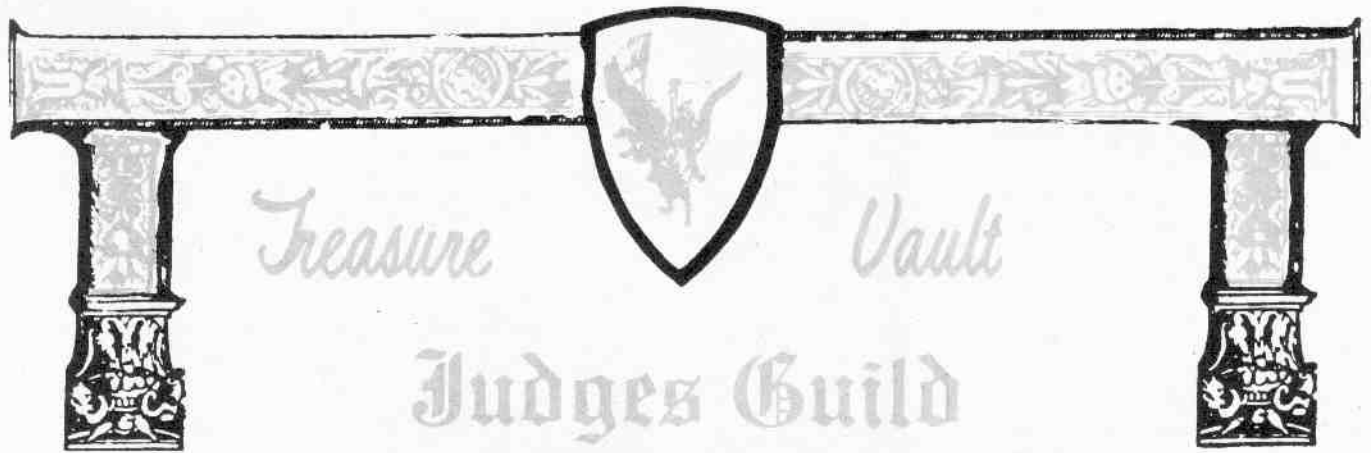
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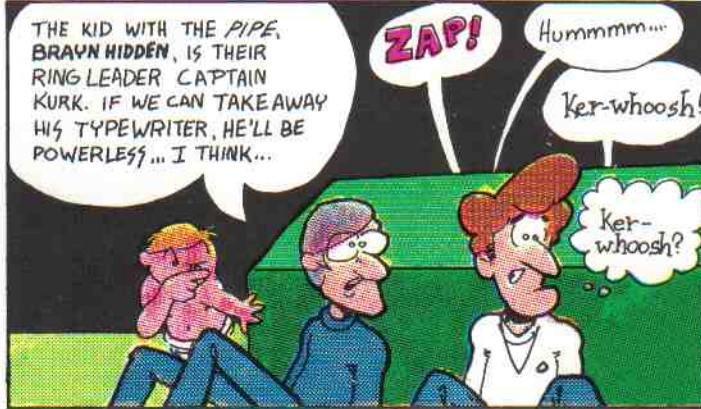
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NOTE: Rather than take the time to develop a coherent plot line in this installment, the artist has decided to "cop-out" and merely list the crises he has visited on the crew of the Old Gorey- P.J.

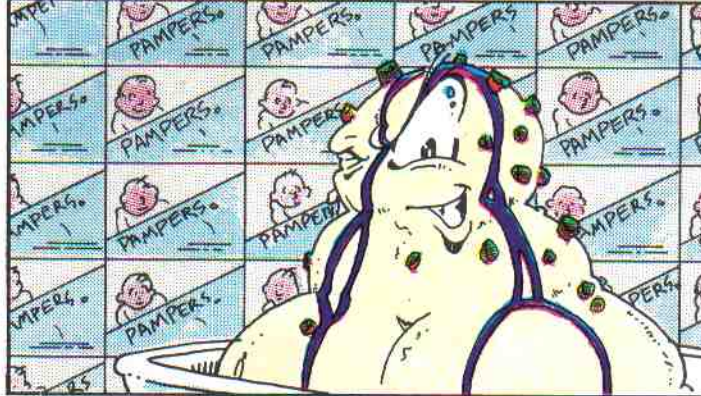
CRISIS: 1 ENSIGN DOXEY'S PROLIFEROUS OFFSPRING HAVE COMMANDEERED THE OLD GOREY'S SOUND EFFECTS SYSTEM AND ARE IN THE PROCESS OF TAKING OVER THE ENTIRE SHIP... AT LEAST MOST OF IT.



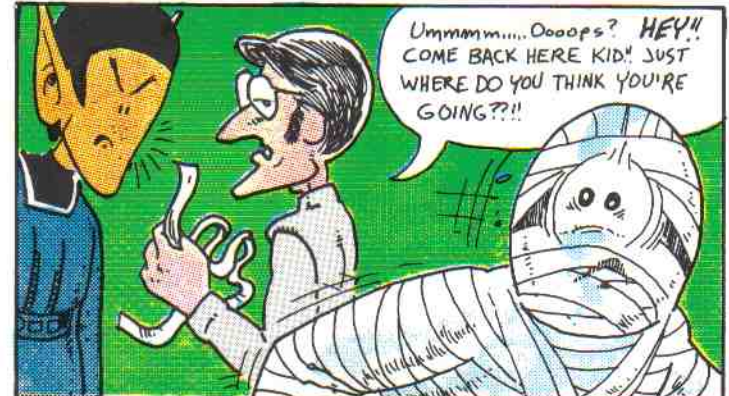
CRISIS: 2 ITINERENT SPACE SCOUT, DAVID SYRINGE HAS INADVERTANTLY ALLOWED AN ALIEN CREATURE INTO THE SHIP... BENT ON MAYHEM...



CRISIS: 3 A SHIPMENT OF A BILLION DISPOSABLE DIAPERS HAS MYSTERIOUSLY DISAPPEARED WHILE ENROUTE TO ARES IV COLONY TO AVERT A CRISIS INVOLVING THE SUDDEN BIRTH OF MILLIONS OF BABIES...



CRISIS: 4 THE TIME HAS COME FOR THE REMOVAL OF BANDAGES FROM DOCTOR McPALEY'S PATIENTS, Mr. SPARKS, WHOSE NOSE WAS ONCE CAUGHT IN A COMPUTER AND... THE YOUNG FIGHTER PILOT...



CRISIS: 5 THE MYSTERIOUS LEADER OF BARDN CHUKK AND DUCKTH WADER HAS BEEN REVEALED AS THE AWESOME GRANT MUFFED BL'D'S'W, WHO IS AT THIS VERY MOMENT ATTEMPTING TO WHIP HIS TROOPS INTO SHAPE...



CRISIS: 6 TO TOP IT ALLOFF, AN ALIEN INTELLIGENCE KNOWN ONLY AS V'GA HAS ENTERED THE GALAXY... HEADED STRAIGHT FOR... DETROIT!!

